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NES

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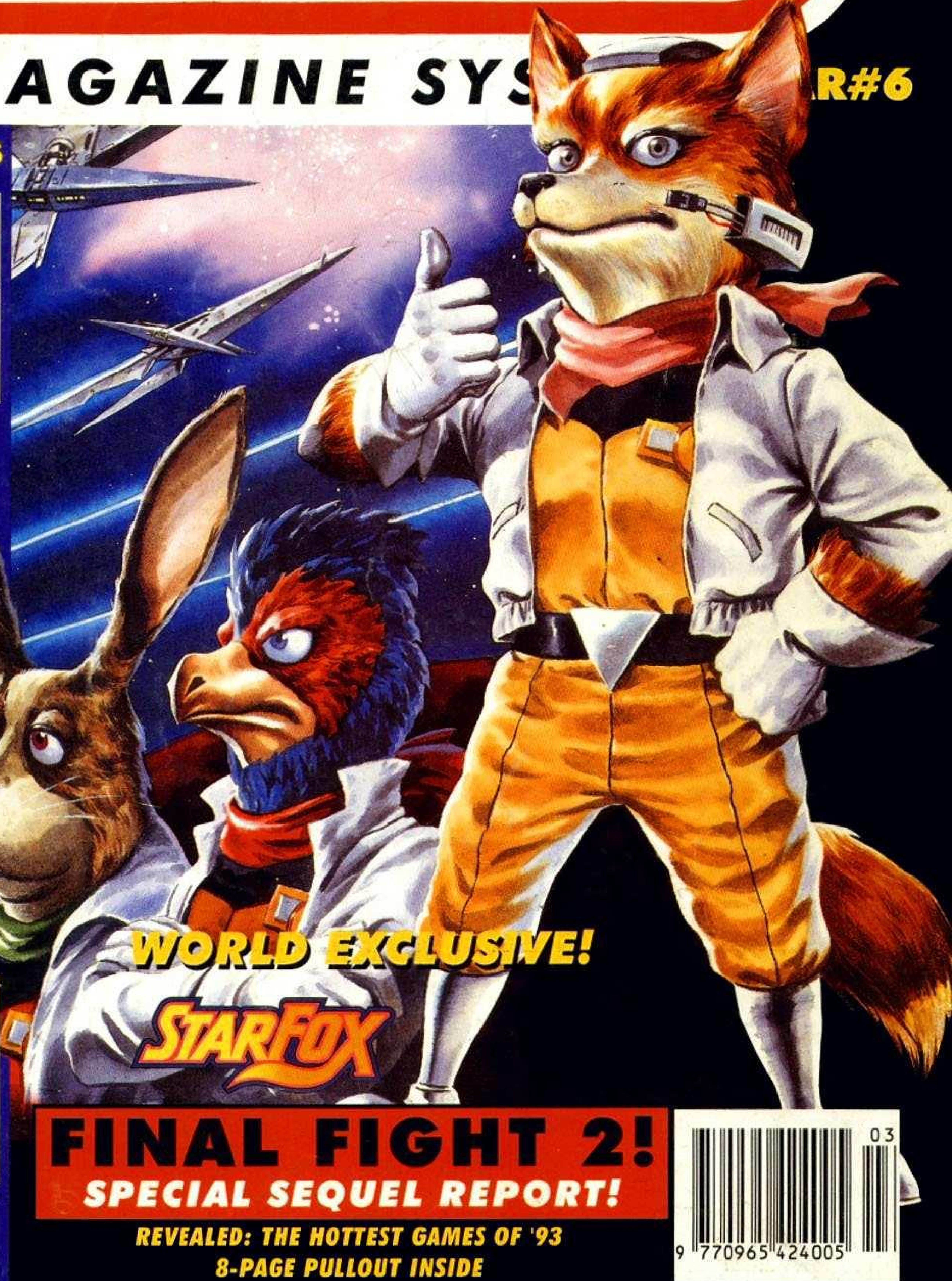
- RC PRO AM 2
- KIRBY'S DREAMLA

GAMEBO

- ZELDA
- ALFRED CHICKEN
- HUMANS



WORLD EXCLUSIVE!

STARFOX

FINAL FIGHT 2!

SPECIAL SEQUEL REPORT!

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"It certainly ranks as one of the best blasters on the (SNES) system" GamesMaster.

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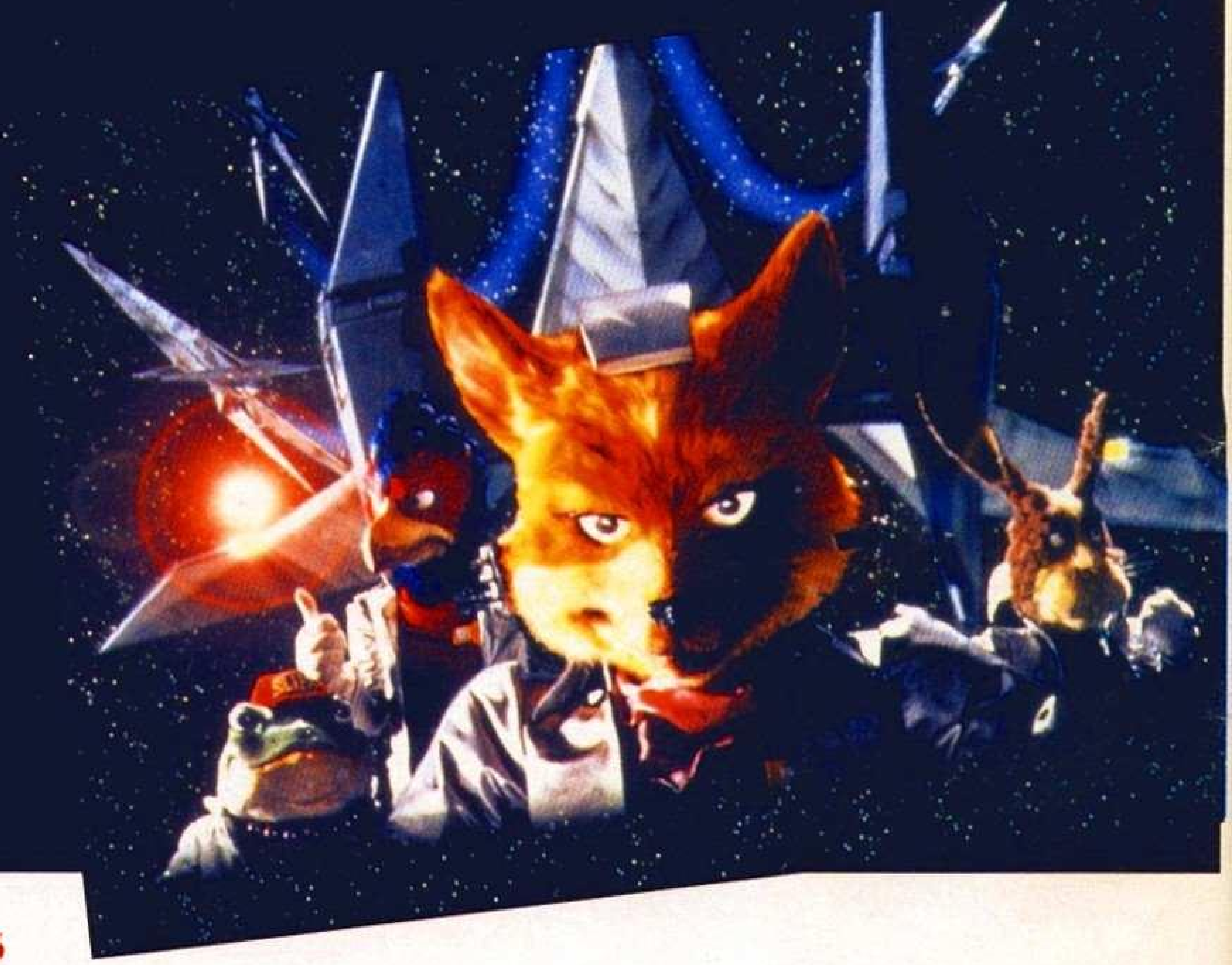

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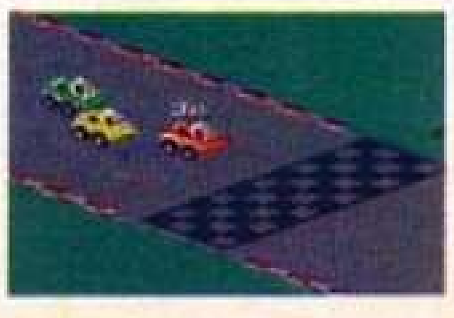

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STARFOX

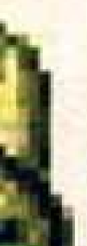
Get set for the next generation of Nintendo gaming, and a cartridge so hot it's going to blow you out of your seat. The amazing Star Fox is here, and NMS grabs another World Exclusive with an incredible 8-PAGE Review! You've never seen anything quite like this game on any home console anywhere, so seeing is believing as you turn to page 18 and feast your eyes on the products of Nintendo's Top Secret SFX superchip.

It's all here - and first again!

GAMES '93 - NMS LAS VEGAS REPORT!

That's right - check out all the very latest from the world of Nintendo gaming as NMS takes you by the hand and guides you through all the goodies you'll be seeing over the next year!

EXCLUSIVE PREVIEWS



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The Nintendo News Network goes into hyperdrive this month! Not only do we have all the usual white hot little items which make this section so essential, we've pushed the boat out to give you an amazing 8-page CES report across the centre too!

HIGH SCORES - 0
Incredible! This month's sad and pathetic excuses for High Scores resulted in the top level NMS executive decision to drop them until next issue! This means you have four weeks to bring those scores up to the standards we expect, or we're going to start getting tough...

Q&A - 46
It's that time of the month again. Jaz dons his doh-resistant motorcycle helmet to sift through the sad, misguided souls who still think Streetfighter Champion Edition is coming for the Game Boy. What words of wonder can he pour on these troubled waters? Find out with Q&A!

S.E.A.L's MAIL BAG - 50
There's never been anything quite like him, and the S.E.A.L is back with his barbed comments to reel in any sad, unsuspecting readers who reckon they're a bit tasty when it comes to backchat. S.E.A.L has all the answers, so why not check them out now!

NHS - 64
Next patient, nurse. There's no need for laughing gas in the outrageously unprivate world of the Nintendo Help System. Lack of cash injection and ridiculously long waiting lists are simply not out concern, while we dissect cheats and tips for all our lovely patients.

CHARTS - 102
Here they are - all the top-selling games in the land and your guide to what everyone else is shelling out for. This issue we have an important new addition - the NMS Chart, in which we detail our favourite gams regardless of price of release dates!

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It just gets bigger and bigger! It's the comprehensive guide to EVERY game you can get your hands on, complete with review ratings and even some new info on the games. It's great, it's essential, it's right here.

NEXT MONTH - 114
You've had a fabulous time, you're feeling great, but sadly NMS has come to its final page. Do you fret? Do you worry? No - you simply check out our Next Month page and wait 28 days or so for all that incredibility to arrive...

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NINTENDO MAGAZINE SYSTEM is the copyright of EMAP Images. Any duplication, transmission or use of any of the text or pictures contained within these pages without prior permission of the publishers will result in legal action - cos our Dads are bigger than yours and what's more they've got better lawyers too!

FINAL BIT
Official result of the NMS beard-growing contest are as follows: In first place, Gus, with a rather neat goatee that seemed to spring up over night. Paul came in a close second with his "Officer Dibble" style growth. Andy came third with a pathetic five o' clock shadow because he forgot about the compo and shaved - doh! A special mention must be made though of Rad's valiant attempt - unfortunately, Mr Testosterone is a stranger to Rad's chin at present. However his wispy effort gave us all a good chortle and made us feel dead manly!

EDITOR

WELCOME to another towering colossus known to one and all as NINTENDO MAGAZINE SYSTEM - the best selling and fastest-growing console entertainment magazine of them all! Already the world's greatest Nintendo magazine is spreading its influence across the globe: Nintendo fans Down Under will soon be able to enjoy their own NMS Australia, and that's just the start of NMS Worldwide!

This issue Nintendo Magazine System is proud to present the World Exclusive Review of the hottest Nintendo game around - the awesome Star Fox. This is the first game to use Nintendo's long-awaited SFX superchip, and provides an astonishing glimpse into the future of Nintendo. Star Fox is the first game using this new technology, and some of the things we're starting to hear are going to blow you socks off! In fact, this issue is stuffed full of so many

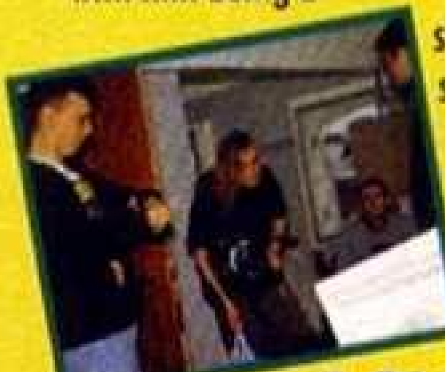
A DAY IN THE LIFE

We get a lot of letters wondering just what it is like to work for such a prestigious mag. Some even going so far as to suggest that our job of work is little more than a protracted and well-paid skive! Nothing could be further from the truth, and to prove it we've decided to open up our offices with a monthly warts 'n' all account of the glamorous world that is magazine publishing. This month, marvel while the job of journalist is exposed as we follow senior staff writer Radion Automatic's average NMS day...

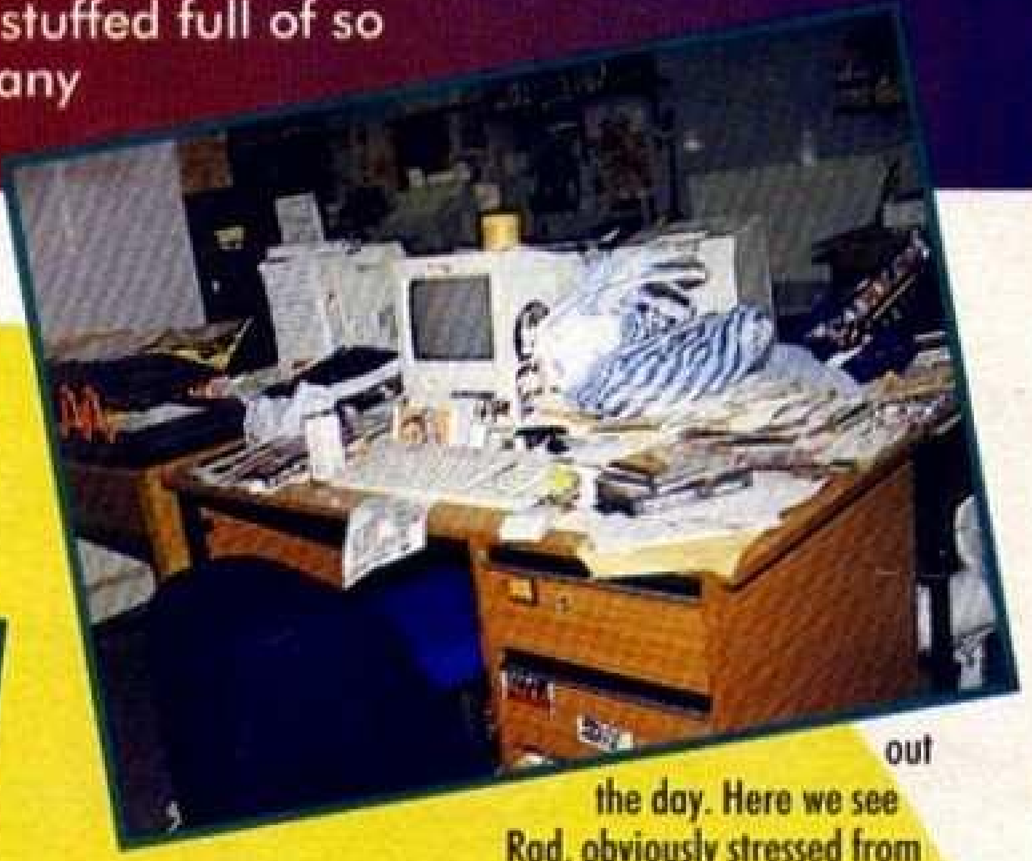
10 O'CLOCK
Ten of the clock and the day has started. Well, it has for most people. Rad, however, being the high-powered executive that he is, holds no respect for such trifling convention and works to his own punishing schedule. In other words, he's not in yet...

11 O' CLOCK
An anxious Steve checks his watch. Where could he be? What could have happened to him?

12 O' CLOCK
Happily, Rad arrives unscathed and tells us that he was caught in a security alert and his tardiness is, in fact, nothing to do with him being a slacker or sleeping through his alarm or anything.



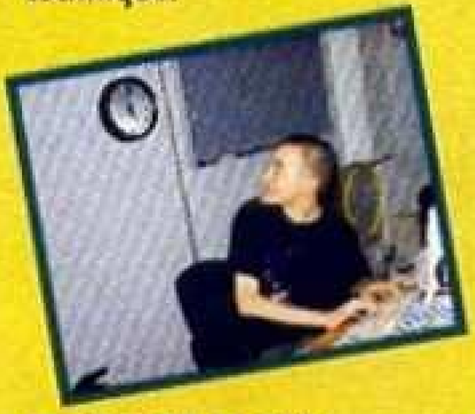
1 O' CLOCK
The working day begins in earnest for our plucky scribe. Well, it would do as a rule. Rad, however, he has gone for his lunch early.



2 O' CLOCK
Hmmm. It looks like it must have been one of those so-called "business" lunches.

3 O' CLOCK
Back at last and fully refreshed from his lunchtime repast, Rad starts the afternoon with a spot of "research." Note also that despite the high-pressure nature of the job, Rad is able to adopt that relaxed posture well-known to students of stress management.

4 O' CLOCK
Stress management often involves taking cat naps in order to stay "frosty" throughout the day. Here we see Rad, obviously stressed from the rigours of the day, demonstrating the benefits of the technique.



5 O' CLOCK
It's nearly home time and Rad is hard at it, showing no regard for the hour. The normal working day means nothing to this lad, known as "the dynamo" to his peers. Just look at the steam coming off that keyboard!

So there you have it - conclusive proof that the average day for our overpressed journalists is DAMNED HARD WORK! Join us next month when our fly-on-the-wall cameras capture a day in the life some other cogs in the mighty NMS wheel!

BUBSY BOBS BACK!

Eagle-eyed readers may have noticed that last month's cover game Bubsy The Bobcat was a little off-colour thanks to a technical glitch in the production process of NMS. The result was that screenshots in the first spread failed to show off the game in all its multi-coloured glory. The same gremlin resulted in the game being declared an 8-meg cart, when of course it's a 16-meg giant. Normal service has now been resumed, and watch NMS for the full Bubsy Review very soon. You can't say we don't look after you!

Well, blow me if we didn't forget to put our shining design star, Gary Harrod, into last month's people special. Actually, the fault can be placed fairly and squarely at the feet of Andy Anyway, here it is in full. Sorry Gaz!

RIAL

Nintendo Exclusives we've lost count. Across the centre pages you'll also find our pull-out guide to Games '93, with the top titles for the year outlined in all their glory.

The world of Nintendo just gets better and better - so sit bck and enjoy all the goodies coming your way - you ain't seen nothing yet!

TIM BOONE

NAME: Gary "Left Out Last Month" Harrod

DATE OF BIRTH: Unknown.
EYES: Two of them.
SEX: Of course!
HEIGHT: About Gary Harrod height.
WEIGHT: Not enough.
CHEST SIZE: 56 inches (I wish).
SHOE SIZE: 9
WHERE DO YOU LIVE: Muswell Hill, London.
WHAT SCHOOL DID YOU GO TO: Henry Harbin Secondary.
WORST TEACHER: I loved them all.
MOST ANNOYING HABIT: Acknowleging the rest of the NMS staff.
STUPIDEST THING I'VE SAID THIS YEAR: These ratings are spot on, Steve.
PEOPLE I'D RATHER NOT KNOW: I love everyone.
FAVOURITE GAMES: Anything called Streetfighter II.
WORST GAMES: Anything not called Streetfighter II.
FAVOURITE MUSIC: Grindcore, Thrash, Hardcore, Doom, Death, Power, Industrial.
MOST HATED GAMES: Tetris - grrrr!
LIKES: Mike Mentzer's high-intensity workouts, Tropicanas Great Stuff, romance.
DISLIKES: Deadlines.
WORST ARTICLE OF CLOTHING: The jumpers I gave to Steve.
FAVOURITE PLANT: Anything green.
FAVOURITE FOOD: Rice.
MOST HATED TV CELEB: Andy Crane.
WHAT I'D BE DOING IF I WASN'T ON NMS: Entering Mr Olympia.
STATE OF WORK DESK: Immaculate.
FAVOURITE DART PLAYERS: Jocky Wilson.
FAVOURITE SWIMMING STROKE: Breaststroke.
BEST PLACE I HAVE EVER BEEN THROWN OUT OF: Taj Majal.
FAVOURITE FILMS: Anything with Fred Astaire.
FAVOURITE BOOKS: The *Mr Men* series.
WHAT I WANT OUT OF 1993: Mass, Striations, and an extra three inches everywhere!

NINTENDO PEOPLE SYSTEM

JULIAN "WELTS" RIGNALL

"I once skived off what I thought was double English to play tennis with my mates. Then I noticed a load of people watching us from the physics lab," begins Jaz. "Imagine my surprise when I saw the physics teacher heading towards us, cane in hand - I'd accidentally skived off double physics instead, and was whacked there and then on the tennis courts to the applause of my classmates. Ouch!"
CURRENT FAVE GAMES:SUPER TETRIS, SUPER STAR WARS, HUMAN GRAND PRIX

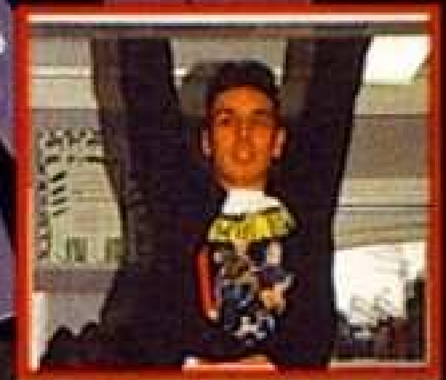
TIM "SLAPSTICK" BOONE

"Me and my brother used to try and catch each other out with that old bucket-of-water-over-the-door-trick," reminisces Tim. "However, my Dad had the misfortune to walk into my brothers bedroom after I'd just set up an enormous bucket-full. He got the lot, went absolutely loopy and I think I can still feel my 'talking-to' now..."
CURRENT FAVE GAMES:SUPER TETRIS, STREET FIGHTERII, ZELDA III, STARFOX

GARY "OBSCENE PUBLICATION" HARROD

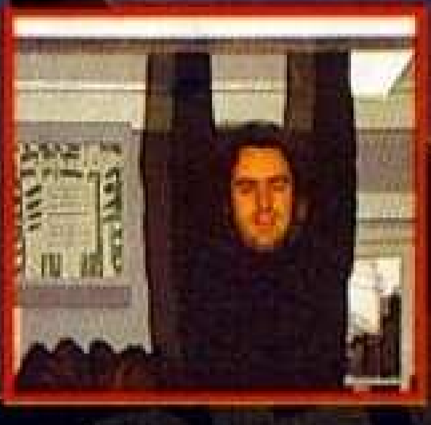
"My artistic talents were always in big demand at school," muses Gary, "in particular was the demand for, er, "obscene" pictures, that I drew to request in class. However, the teacher got hold of one! I was frog-marched down to the head's office and given a severe wigging, that was until he saw the quality of my art-works, then he put his request in and let me off!"
CURRENT FAVE GAMES:STARFOX, JAKI CRUSH

STEVE "HANNIBAL LECTER" MERRETT



"I used to have this posh neighbour who always used to play with this sad "Cheek-A-Boo" doll," says Steve. "One day she left her doll lying around, so I cut the face off with my penknife. When she found it later on she was devastated and her Mum was on the warpath," he continues. "Well I denied my involvement at first, but the lie kept eating away at me and I soon made a tearful confession. However, I wasn't as tearful as I was after the brutal spanking I received. I guess honesty is not always the best policy!"
It seems our beleaguered dep ed can't escape from problems of a sore bum-related nature!
CURRENT FAVE GAMES:STARFOX, WORDTRIS

ANDY "UPSTAIRS, BOY!" MCVITTIE

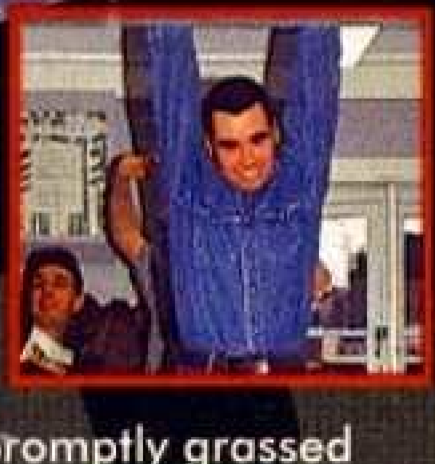


"The biggest belting I ever got was after one particular parent's evening," grimaces Andy in memory of the tender occasion. "My Dad came in scowling and ordered me up to my room. I sat waiting like a condemned man for what seemed like ages, then he came steaming in without saying anything, thrashed the pants off me, then left me there, sobbing. Apparently I'd not being doing my homework or something. Ooyah!"
CURRENT FAVE GAMES:RC PRO AM II, KI KI KATAI, SUPER TETRIS

RADION "MARATHON MAN" AUTOMATIC

"I never really used to get smacked very much either at home or school. However there was one teacher, Doc Faz - our chemistry teacher, who I repeatedly got into trouble with, and who had a unique form of punishment - Torture! It's remarkable what agony a little pressure applied in the right place, or how much damage just a tiny drop of sulphuric acid can achieve!" says Rad, still sporting the chemical burns.
CURRENT FAVE GAMES:STARFOX, SUPER TETRIS, KI KI KATAI, CYBERNATOR

ANGUS "CREEP" SWAN



"When I was a kid I used to hang around with this "bad lad". Anyway, we went garden creeping *very* early one morning stopping by someone's vegetable patch and completely trashing it," relates Gus. "Unluckily, we were spotted by an insomniac neighbour who promptly grassed me up to my parents. I tried hiding at my mates house but it was no good, my Dad found me and thrashed me to within an inch of my existence. Oops!"
CURRENT FAVE GAMES:STARFOX, SPIDERMAN AND THE X-MEN SUPER TETRIS, CYBERNATOR

PAUL "THRRRP!" DAVIES

"Once, during school dinner, we were all messing around blowing rasberries, like the jolly japesters we were. Anyway, I blew this enormous rasberry just as this old bag of a dinner lady was going past. She must have thought I was being rude to her 'cos she dragged me off to the headmasters office for the strap. However, I legged it after two minutes - I've been a fugitive ever since!"
CURRENT FAVE GAMES:STARFOX, CYBERNATOR, RANMA 1/2 II

NINTENDO DESIGN SYSTEM

DAVE "TOM BROWN" KELSALL

It comes as no surprise to find out that spankings and thrashings of one form or another have played a major part in the development of young Dave. You see Dave went to a public school and we've all heard about their legendary, ahem, disciplinary systems. Yes... Well the less said about that the better, eh?
CURRENT FAVE GAMES:SUPER STAR WARS, STARFOX

TOM "KIDNEYS" COX

"The occasion that still brings tears to my trousers is the time that I accidentally kicked my sister in the kidneys," says Tom. "She rolled around on the floor making gurgling noises and generally being blue in the face. Then my Mum came in and dealt me an almighty, tooth-loosening slap across the face." If you look carefully, readers, you can still see the feint outline of a hand!
CURRENT FAVE GAMES:SUPER STAR WARS, TWISTER

FRASER "SANCTIONS" GRAY

"If I was naughty when I was a nipper," starts Fraser, "I wasn't spanked or grounded or anyhing like that. Oh no, my punishment was far more deadly than that - It was economic. Yes, my pocket money was completely stopped, sometimes for as long as, gasp, two whole weeks!" Chilling, eh readers?
CURRENT FAVE GAMES:CYBERNATOR, STARFOX, SUPER STAR WARS

StarFx

We've

nothin

STARFOX
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yes actuall
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NNN

● NEW GAME ● MOVIE & TV ● COMIC ● REPORT ● HARDWARE ● ANIMATION ● EVENT

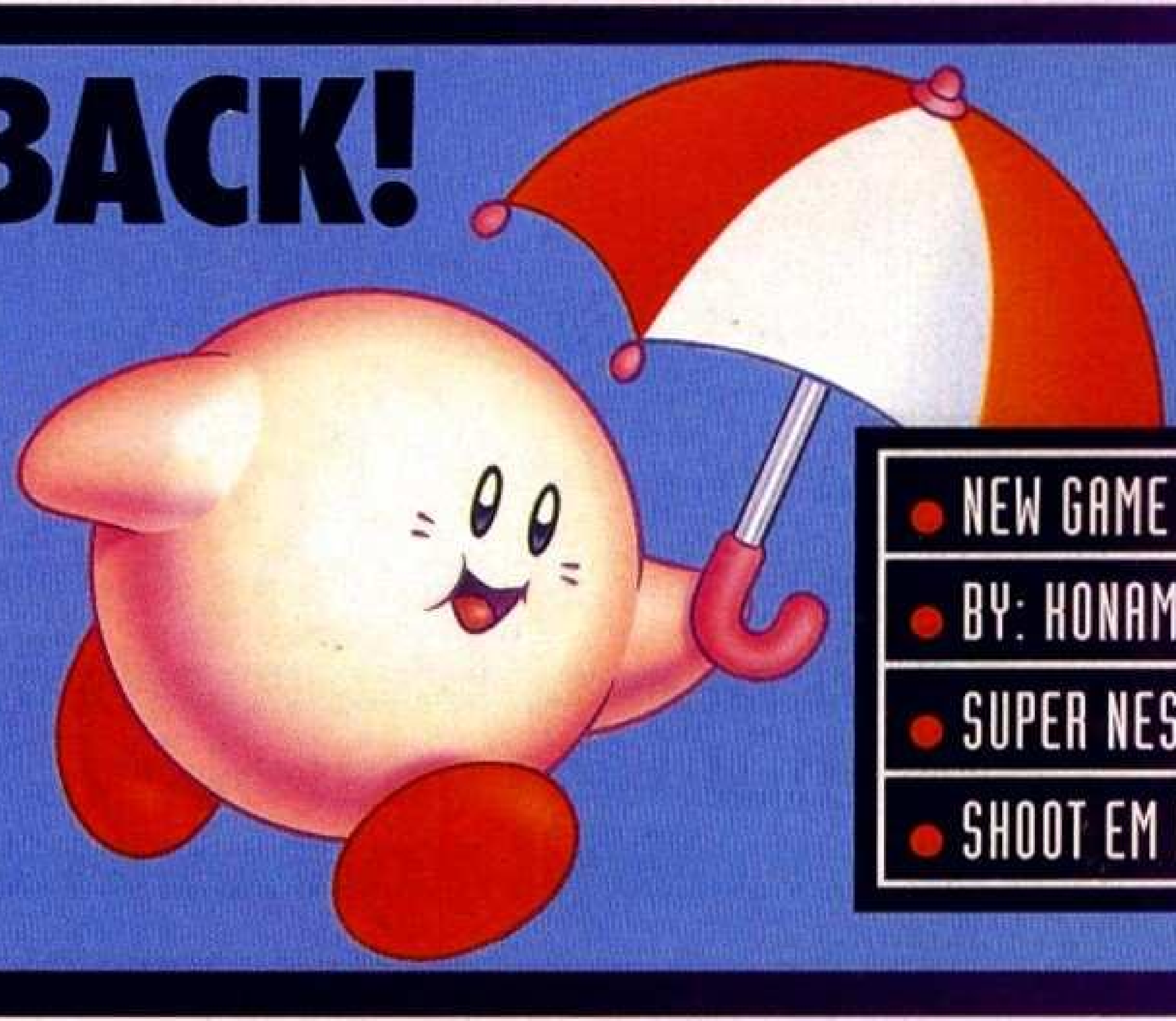
MORE TENNIS MALARKY

Game Boy-owning John McEnroe wannabes have salvation at hand later this year as UBI Soft release Pro Tennis Tour for the hand-held. Using massive sprites, Pro Tennis Tour invites the player to compete around the world for cash prizes whilst taking on some of the toughest athletes around. Considering the two button limitation of the Game Boy, UBI Soft claim to have managed to cram in all the expected lobs, spins, and smashes Tennis fans have come to expect. In addition, the game also makes use of the Game Link cable to allow to players to compete against each other - although it's not sure whether they can play together in a doubles match. A definite release date hasn't been decided for the game, but UBI Soft are hoping to have it in the shops towards the end of April.

- NEW GAME
- BY: NINTENDO
- GAMEBOY

KIRBY'S BACK!

He's back! Yessiree, there was much dancing in the office as news reached us that his beloved pink inflated hero, Kirby (he of Kirby's Dreamland fame), is set to touch down in an all new, all-singing and dancing NES adventure! NES Kirby's Dreamland brings all the thrills and spills of the Game Boy game to your 8-bit machine, as Kirby and his amazing inflating skills reach dizzy new heights with the advent of colour - we also hear that there are slightly more levels than in the handheld version! Expect a full review very soon.



- NEW GAME
- BY: KONAMI
- SUPER NES
- SHOOT EM UP

NINTENDO AND EPILEPSY

- LINKS EXPLORED

If you have been watching the news and casting an eye over the newspapers lately, the numerous stories linking both Nintendo and Sega games to epilepsy cannot have failed to catch your eye. According to various reports, a number of unfortunate players have been subject to fits after playing with their consoles - with the Mario series of games coming in for particular criticism. As people attempt to link the attacks to flashing sprites and on-screen effects, both Nintendo and Sega are being asked to print warnings on their boxes regarding the alleged dangers.

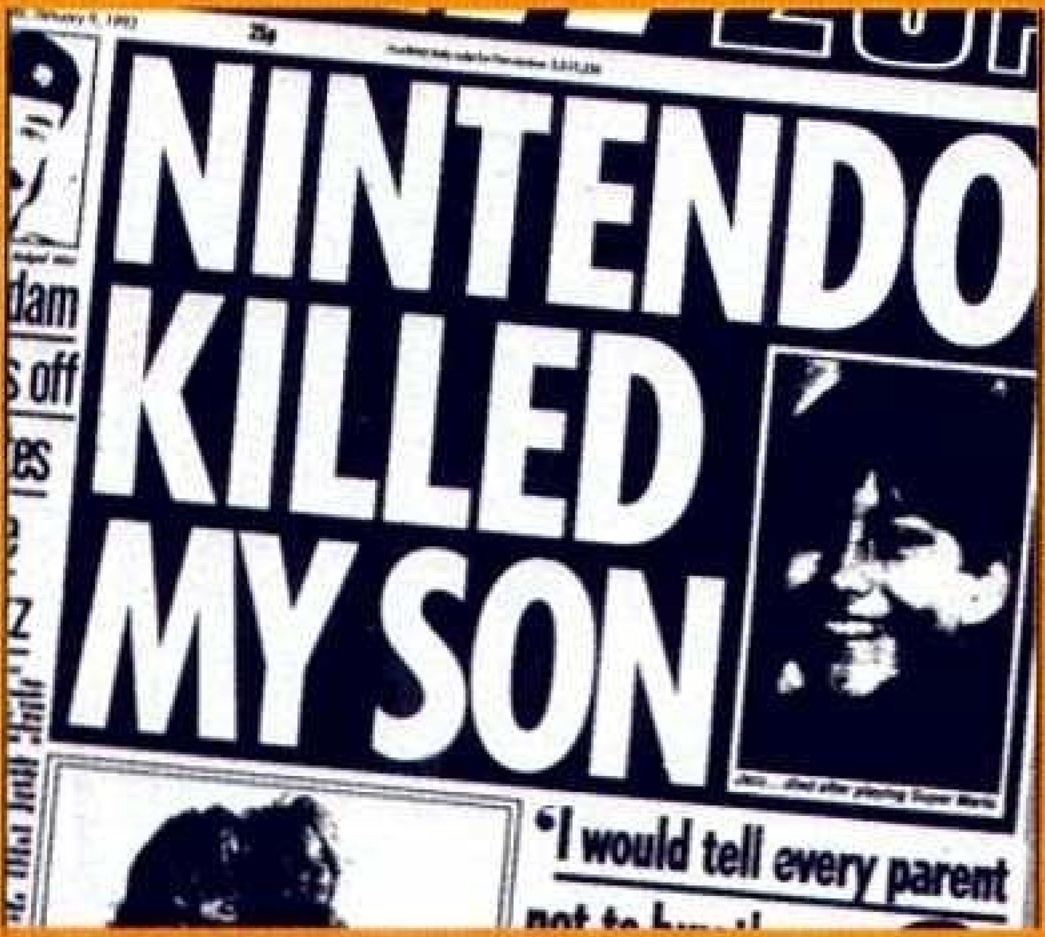
Despite the current press hysteria regarding the links between video games and such seizures, and although casualties cannot be ignored, the percentage of epilepsy sufferers prone to such attacks is very small. According to figures released by the National Society For Epilepsy, one person in every 200 suffers from epilepsy, whilst the number of people susceptible to attacks brought on by photo-sensitivity - images from a television or indeed a flashing video game - make up for 3% of these sufferers.

A spokesman for the society also told NMS that although the news has hit the headlines, nobody had contacted them regarding such attacks, although they are currently working with Nintendo's UK PR company to compile a report to explore such links. Ironically, on the 12th of January, the Daily Mirror carried a tiny snippet stating that the head of the British Epilepsy Association, Terry O'Leary, felt that the situation had been 'blown up out of all proportion', and had even bought his son a console for Christmas!

Of course, if you are a sufferer of epilepsy and are worried regarding the dangers of using your machine, follow the guidelines offered in this statement from Doctor David Fish, the National Society For Epilepsy's consultant neurophysiologist:

'It has been known for a very long time that flashing lights or certain geometric patterns are among environment triggers that may very occasionally precipitate a seizure. However, this is rare, even in patients with known epilepsy. There are many sources of such stimuli in today's world - the regular TV set being the most obvious, but also striped objects such as zebra crossings and lines of trees. Computer material may provide another example. While it is always sensible for the user to take reasonable precautions - including not viewing the screen too close and using good background illumination - the risk must not be overplayed. It is very important that we do not place further restrictions on patients with epilepsy. Epilepsy is very common and the vast majority of sufferers will not be sensitive to computer screens. They should be allowed to live as normal a life as possible without another stigma.'

Whilst there is doubting that such attacks are very serious, it does seem that hysteria has overcome reason. Doctor Fish also told us that he had written to the two companies regarding a joint effort to pinpoint specific numbers of console-related attacks. He also stressed that, although seizures can be triggered by fast-moving on-screen action, a number of other factors should also be taken into consideration. In answer to the recent criticisms, Nintendo will be joining Sega in inserting leaflets on the subject in all their new titles, advising the player to stop immediately if they feel any discomfort.



NINTENDO KILLED MY SON

'I would tell every parent

Like most things, prevention is better than cure and the National Society For Epilepsy recommend a series of risk reducing ideas, including taking a break every now and then, not looking to closely at the screen, and maybe wearing sunglasses if you feel the screen is causing you discomfort. If, however, you still have any worries, contact your doctor or the British Epilepsy Association who are found at Astley House, 40 Hanover Square, Leeds, LS3 1BE. Alternatively, call them on 0532 439393.

● SPECIAL REPORT

● BY: NMS

● JOE AND MAC RETURN

Whispers in the Nintendo grapevine reach us regarding a proposed sequel to Elite's Joe And Mac licence. Although at the time of writing, Elite were remaining tight-lipped, NMS believes that the club-wielding Neanderthals may be hitting a Super NES, NES and Game Boy near you next Christmas.

● HEY-HEY-HEY, BOO-BOO!

He's smarter than the average bear, and he's also about to snaffle pickernic baskets on a Super NES real soon. Ever-busy Entertainment International are in the middle of recreating the adventures of Yogi, Boo Boo, and Ranger Smith, but as of yet it hasn't been decided which form the game will take. An old Yogi game featured the bear running across a scrolling Jellystone Park in search of food, but EI are remaining tight-lipped about their plans.

● ITCHY AND SCRATCHY ARE HERE!

Acclaim's Simpsons bandwagon keeps on rolling, with the announcement of NES and Game Boy titles based on Bart's cartoon heroes, Itchy and Scratchy. For the uninitiated among you, Itchy and Scratchy is an ultra-violent version of Tom and Jerry, which always results in one of the duo coming a cropper at the hands of the other. The potential for a game based on their madcap antics is immense, but you'll have to wait until September to see what Acclaim pull out of the hat.

TANKS A LOT

- NEW GAME
- BY: ENTERTAINMENT INTERNATIONAL
- SUPER NES

In the process of being converted from the Amiga original comes Pacific Islands - Entertainment International's sequel to Team Yankee. NES owners have already suffered Pacific's abysmal predecessor, but Entertainment International Super NES game aims to make the most of the machine's Mode 7 capabilities to ensure that it's graphics and screen update match the realistic controls and features the player's tank sports. Featuring a series of fictitious campaigns somewhere in the Pacific Ocean, the player is gradually drawn into a massive battle against the unnamed enemy. Starting with small missions involving the destruction of key targets, the player wins more and more enemy territory back, whilst using their back-up tanks to secure other strongholds. To keep an eye on their many units, four screens are updated at once, and this lets the player switch to a particular unit when they reach their destination. In its Amiga form, Pacific Islands was criticised for its slow and jerky graphics, but the Super NES's powerful processor should ensure that no such problems hit EI's console version. No release date as yet, but we'll keep you posted.

MONSTER IN MY SPROCKET

- NEW GAME
- BY: ELITE
- SUPER NES

Elite's everyday tale of a man's search for his dismembered beloved, Doctor Franken, is to be converted to both the NES and the Super NES. A scrolling arcade/adventure, Doctor Franken gives the player control over Frankenstein's monster as they search a massive castle for the many body parts which eventually go together to create his bride. It's not all plain sailing, though, and all manner of laboratory experiments and mutations scurry around the building, sapping the creature's energy on contact. Fairly successful in its Game Boy form, NES and Super NES Doctor Franken should be available towards the end of June.

ROAD TO NOWHERE

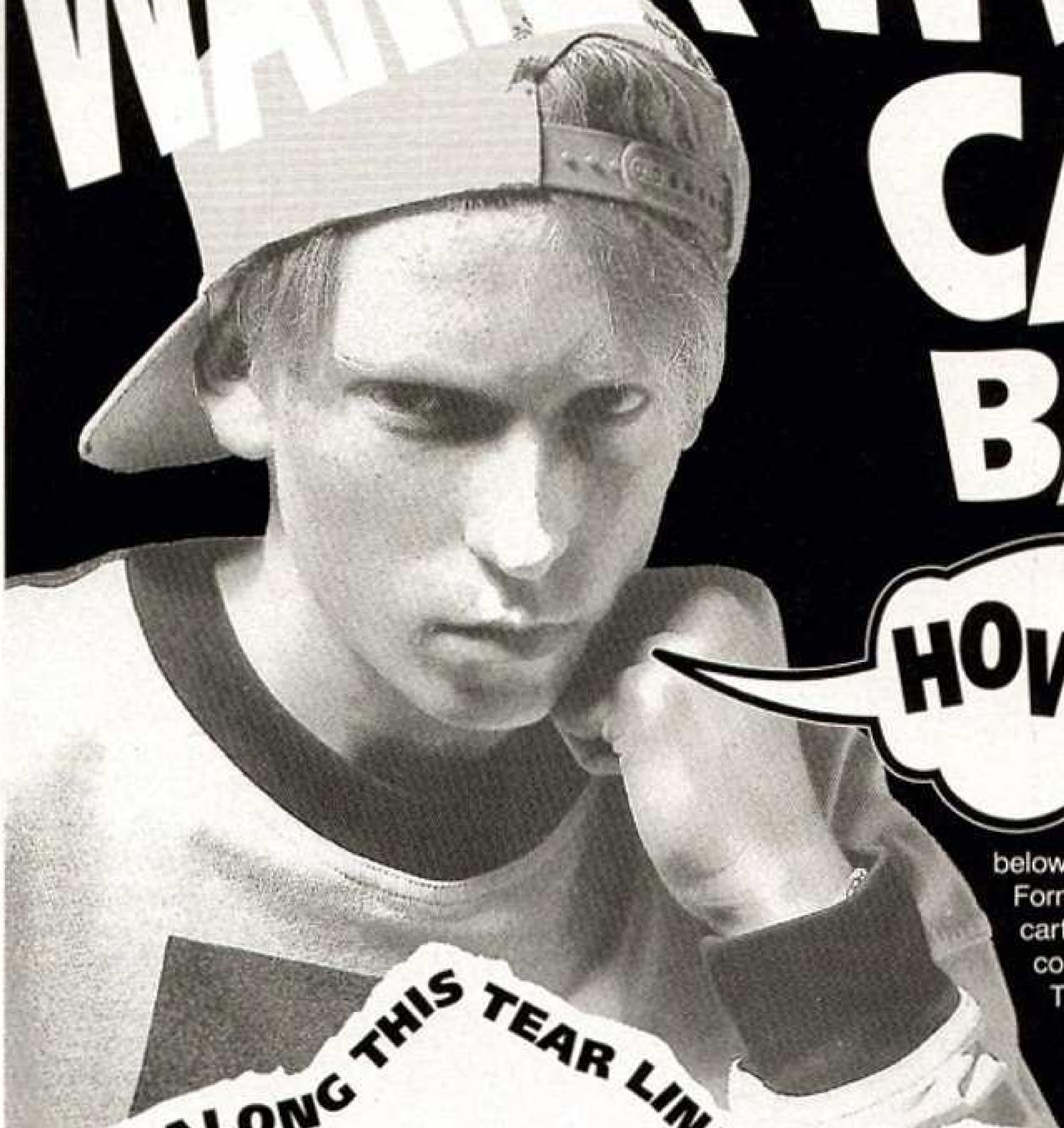
Word reaches us that Electronic Arts are currently considering releasing Road Rash for the Super NES. Although the game isn't on their current 1993 release schedule, we have heard that development ideas are currently doing the rounds and ideas are being mooted to make the most of the machine's advantages over the Megadrive - faster 3D, perhaps?

ARACHNA-PHOBIA III

After the abysmal Spiderman II on the Game Boy, Acclaim are hoping to make amends by announcing a third handheld title starring the web-slinging superhero. Another platform affair, details regarding the game's scenario and specific details are currently unavailable, but Acclaim are hoping to release the game some time in September.

Dixons Dixons Dixons Dixons

WANNA WIN YER CASH BACK?


HOW?
RIP ALONG THIS TEAR LINE

EASY! EASY!

BUY ANY SEGA, NINTENDO OR ATARI GAME CARTRIDGE BEFORE 27th FEBRUARY '93 AT DIXONS AND YOU COULD WIN YOUR MONEY BACK!

Simply answer the questions in the Entry Form below, then complete the Tie Breaker. Rip out the Entry Form, fill in the details when you buy your next game cartridge at Dixons and post to the competition address below. The 100 lucky winners will be notified by post. Good Luck!

Ecco, Edmond Honda, Mr W and Tails are all characters in video games. Which video games are they from?

Ecco ....

Edmond Honda ....

Mr W ....

Tails ....

That was easy wasn't it? Now complete the **Tie Breaker** in 10 words or less.

If I won my money back I would ....

....

....

What games system do you own? ....

If you're under 16, get your Parents or Guardian to sign here ....

What's your name? ....

How old are you? ....

What's your address? ....

....

....

Postcode ....

What's your phone number? ....

Get the store to fill in this bit:

Title of Game Cartridge ....

How much it cost ....

When you bought it ....

Branch stamp

Competition Rules: The contest instructions form part of the Rules. Only UK residents unconnected with Dixons Stores Group and their servants or agents are eligible for entry. All parts of the Entry Form must be correctly completed. The money-back prize will be awarded to the first 100 entrants with correct forms who, in the opinion of an independent panel of judges, provide the most apt and original completion of the Tie Breaker. The judges' decision is final and no correspondence will be entered into. Competition closes 27th February 1993. The winners will be notified by 1st April 1993. Dixons reserve the right to request proof of purchase from any winner. A list of winners will be available after 1st April by sending a stamped addressed envelope to the competition promoter. PROMOTER, Dixons Stores Group Ltd, 46-50 Uxbridge Road, Ealing, London W5 2SU

Post your stamped entry form to: Home Electronics Marketing, Dixons Stores Group Ltd, 46-50 Uxbridge Road, Ealing, London W5 2SU

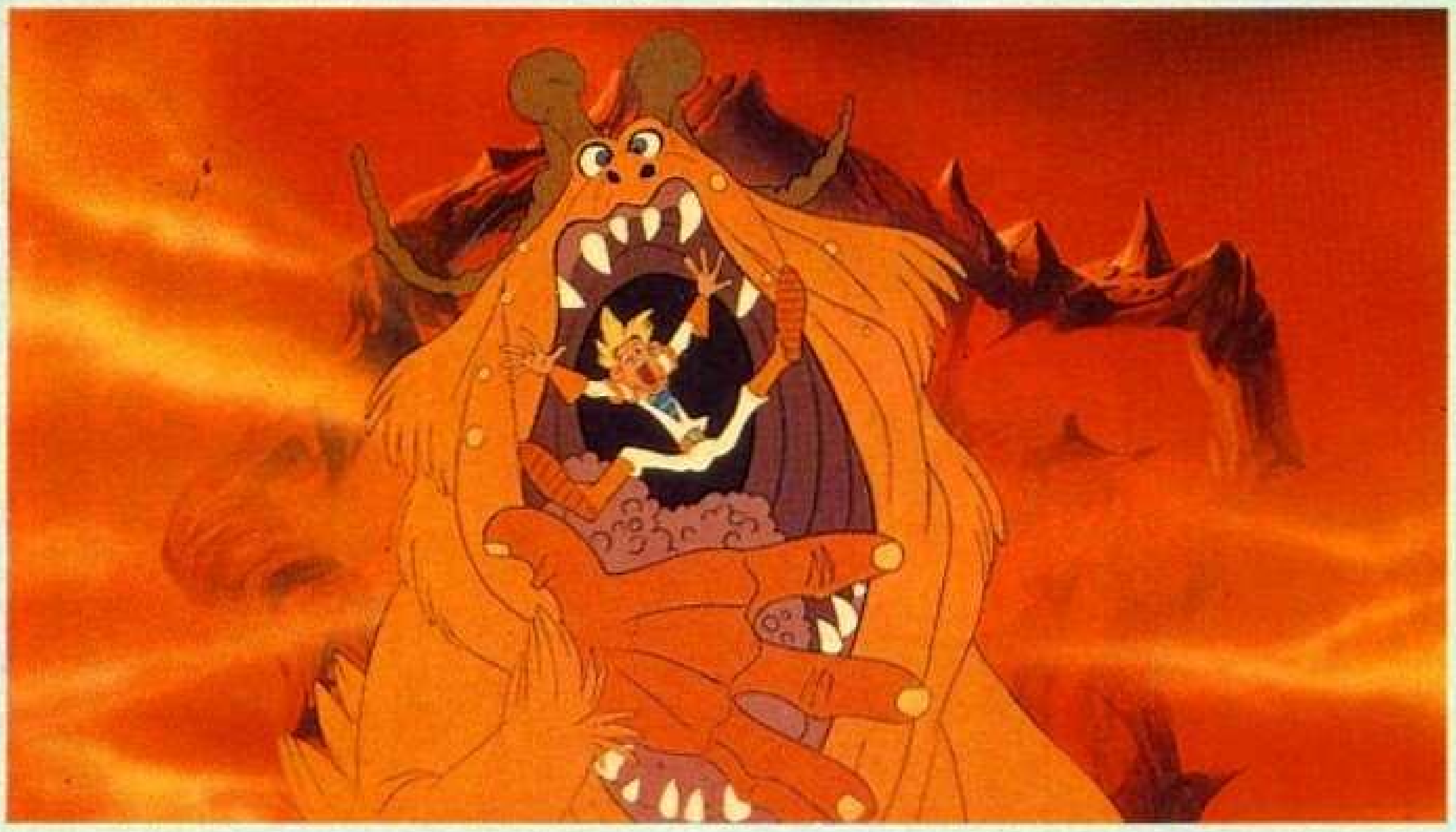
NMS

Dixons – ***No 1 FOR GAMES SOFTWARE***

ACE IS HIGH

- NEW GAME
- BY: ENTERTAINMENT INTERNATIONAL
- SUPER NES

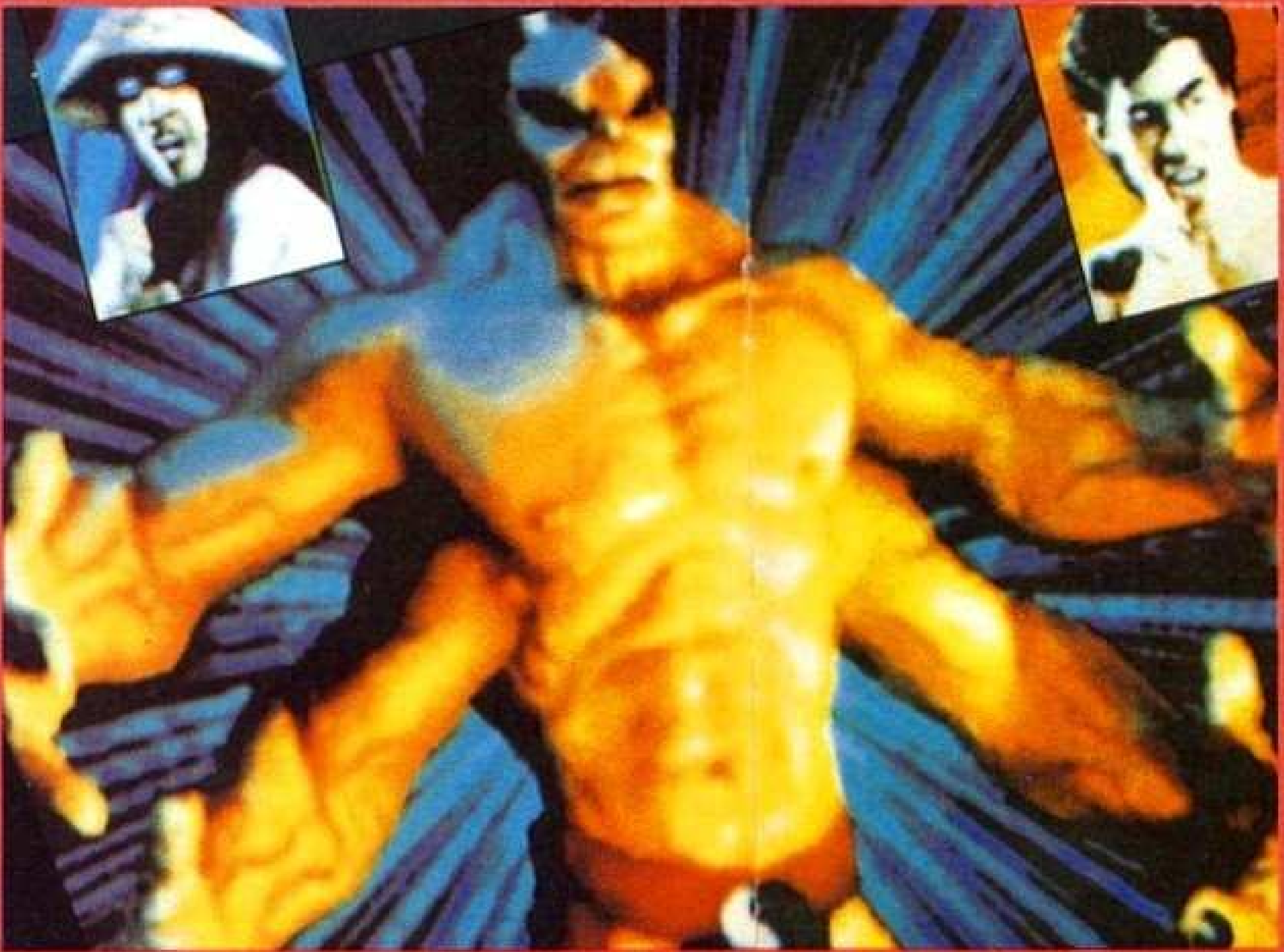
Long-term arcadesters may already be familiar with the likes of Dexter, Borf, and Kimberley - the stars of Atari's graphically stunning Space Ace coin-op, and the first Super NES title to emerge from Basildon-based Entertainment International. Using a laser disk to produce cartoon-quality graphics and fully interactive sound, the one major drawback with Space Ace and its sister machines (the Dragon's Lair series and Super Don Quixote) was that player interaction was minimal at best. Whenever a character was required to do something, a part of the screen flashed to indicate the correct move! Space Ace was the second of the cartoon series, and pitted would-be hero Dexter against an evil blue giant called Borf. Having stolen the new Infanto-Ray - a machine which reverts the victim to childhood - Borf is holding the galaxy to ransom, threatening to wipe out important world leaders. Dexter stumbles across his plan, and begins a thirty-screen screen attempt to thwart Borf's plans - using a special tablet to transform himself into his muscular alter ego, the Space Ace of the title. Entertainment International are aiming to follow Elite's lead with Dragon's Lair by opting for arcade sequences based on ideas taken from the coin-op, but they are also trying to make the graphics identical in cartoon styles to those of the arcade parent. Expect a full Preview and more news in the next few months.



ACCLAIM JOIN KOMBAT

Currently gunning for Street Fighter II's coin-op crown is Midway's Mortal Kombat beat 'em up - which Acclaim have just signed the rights to convert over to the Super NES, NES and Game Boy. The coin-op uses the same digitised style of graphics as its arcade sparring partner, Pitfighter, and quite how Acclaim will recreate these on the relatively humble Game Boy and NES will be interesting to see. The coin-op features a series of strangely-clad fighters, who aren't satisfied with simply defeating someone in combat, but have to go the whole hog and remove their spine as a trophy! The assorted versions of Mortal Kombat are all pencilled in for a September release, and a full preview will follow as soon as there's something to see.

- NEW GAME BY: ACCLAIM
- SUPER NES

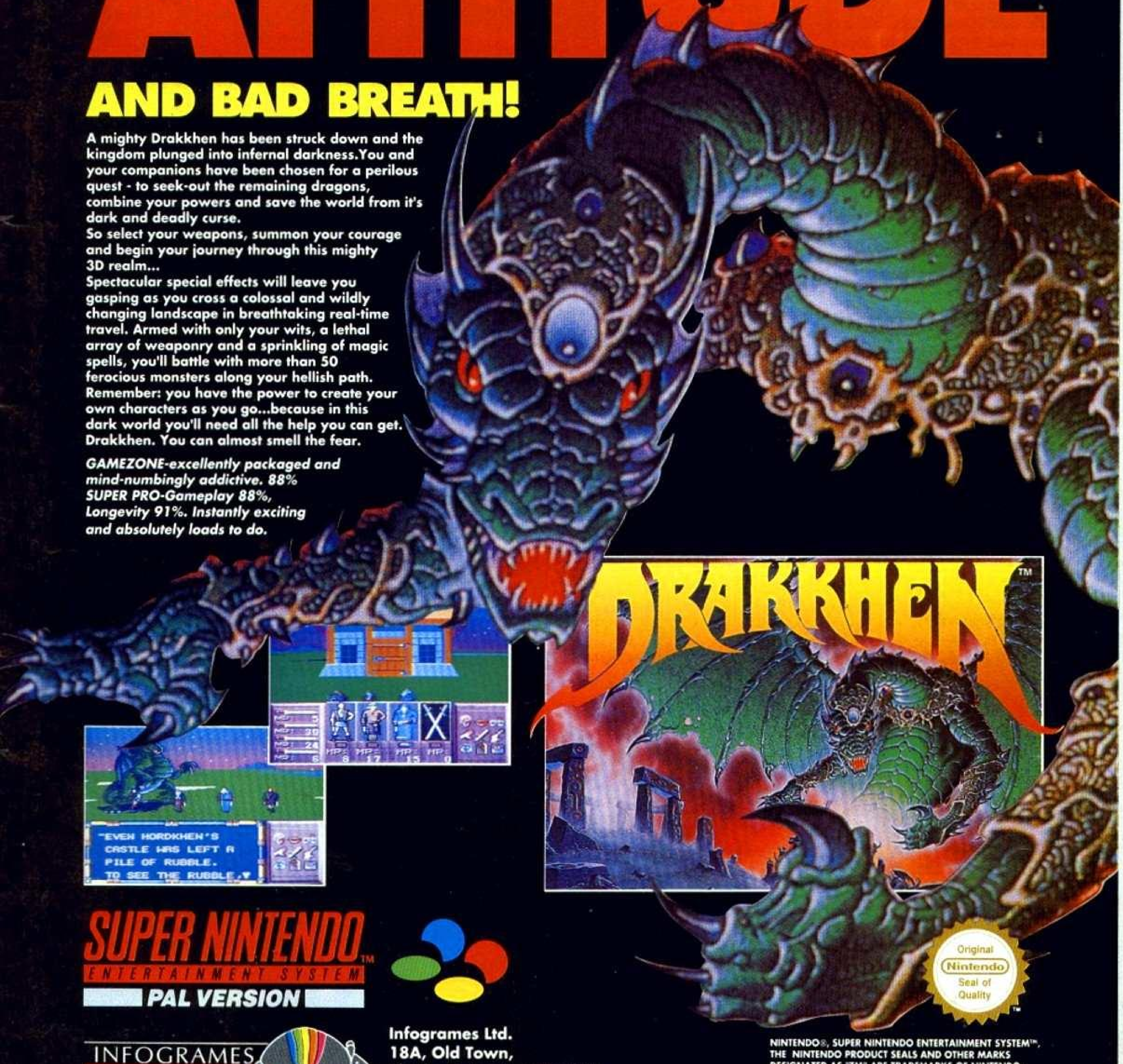


THIS DUDE'S GOT A BAD ATTITUDE

AND BAD BREATH!

A mighty Drakkhen has been struck down and the kingdom plunged into infernal darkness. You and your companions have been chosen for a perilous quest - to seek-out the remaining dragons, combine your powers and save the world from it's dark and deadly curse.
So select your weapons, summon your courage and begin your journey through this mighty 3D realm...
Spectacular special effects will leave you gasping as you cross a colossal and wildly changing landscape in breathtaking real-time travel. Armed with only your wits, a lethal array of weaponry and a sprinkling of magic spells, you'll battle with more than 50 ferocious monsters along your hellish path. Remember: you have the power to create your own characters as you go...because in this dark world you'll need all the help you can get. Drakkhen. You can almost smell the fear.

GAMEZONE-excellently packaged and mind-numbingly addictive. 88%
SUPER PRO-Gameplay 88%, Longevity 91%. Instantly exciting and absolutely loads to do.


DRAKKHEN™
HP
Original Nintendo Seal of Quality

"EVEN HORDKHEN'S
CASTLE WAS LEFT A
PILE OF RUBBLE.
TO SEE THE RUBBLE,

SUPER NINTENDO
ENTERTAINMENT SYSTEM™
PAL VERSION

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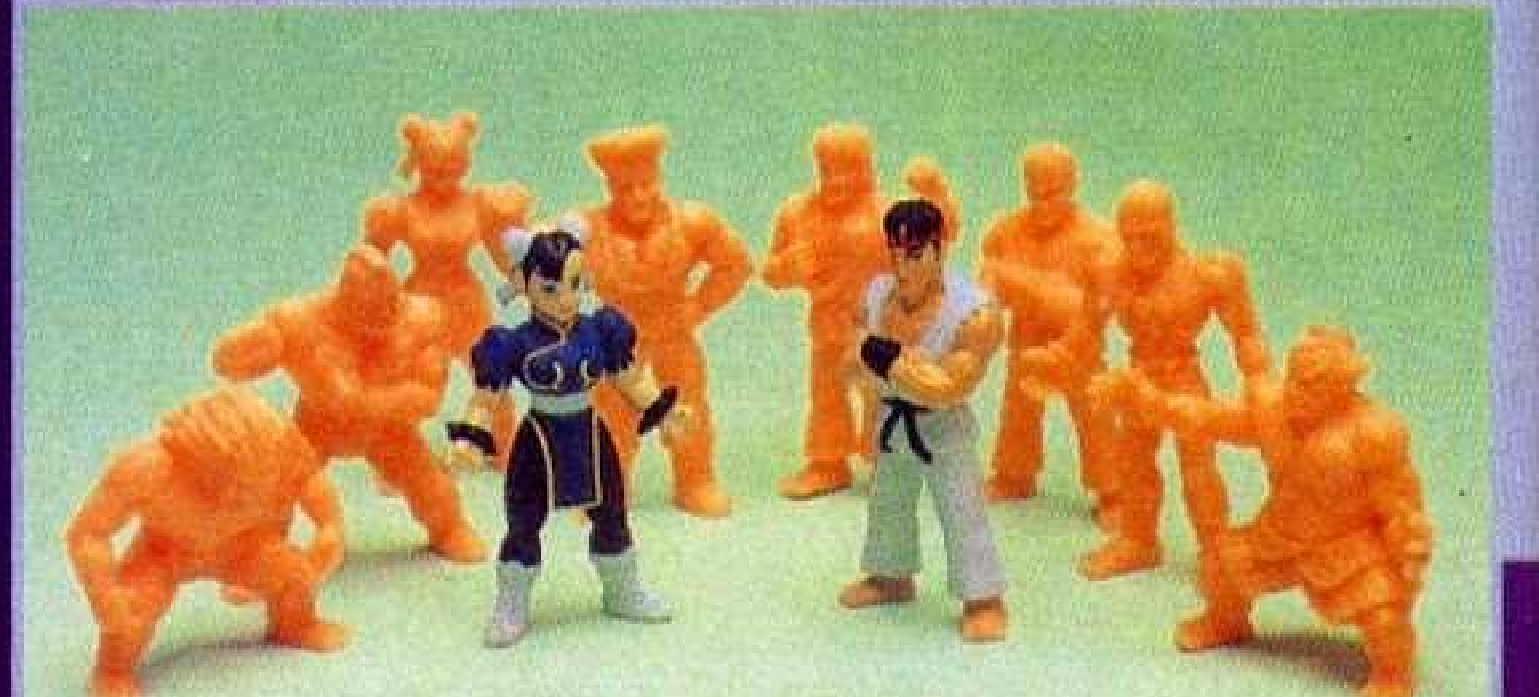
GAMES WELL WORTH SHELLING OUT FOR

With countless kids all over Britain carrying their lunches to school in Mario lunchboxes within their Mario rucksacks, there's no doubting the popularity of Nintendo's little Bowzer-basher. However, over in Japan it's a different story, and the wealth of Street Fighter II-related goodies featuring Chun-Li and Ryu are proving far more popular than nylon pants with the Brooklyn plumber spread across the crotch. Steve Merrett, Gary Harrod and Jaz Rignall have unearthed some of the better objects for your delectation...

PLASTIC MODELS AN

Basically, these are a lower-budget version of the die-cast models, and suffer as a result. Similar to those little plastic soldiers you used to see a lot as a kid (most of mine ended up buried in the garden after a huge war), these pink-coloured figures stand on a rather wobbly base just waiting for someone to paint them. There's also a new, rather deformed set just released in Japan, which are more caricature than serious models, and are extremely rare.



COLLECTORS COINS

Currently all the rage with Eastern games players, there are two sets of special SF2 coins available - one with the normal eight characters, and the second adding Vega, Bison and the rest of the Championship Edition characters. Roughly the size of a ten pence piece, the coins bear a close-up of each character's fizzog on their face. In addition, there is also a new, limited edition set, although details on this and any differences in their appearance are scarce.

HOW-TO-PLAY VIDEOS

Street Fighter II

Street Fighter II
Street Fighter II

Don't be excited at the prospect of Manga-style cartoons starring all your favourite fighters, as these are special tuition videos with a serene-sounding Japanese lady describing the best way to use each character against each of the fighters.

There are three videos in the set, with another for the Championship Edition also on the way. However, it only acts as a useful guide against the computer-controlled characters, rather than explaining things to watch out for against a friend. You're probably better off sticking to the video we gave away with issue three.

TRADING CARDS

Guile
Date of Birth: 12-23-1960
Height: 6'1"
Ken
Date of Birth: 2-14-1965
Height: 5'10"
Weight: 169 lbs.
Blood Type: B
CAPCOM
Street Fighter II
Blanka

SF2 merchandise ranges from the expected (T-shirts, comics, etc) to the seemingly pointless but nice to have (figurines, etc). This set of twelve trading cards definitely fits into the latter category. Sporting nicely-drawn pics of each of the fighters, the cards detail their date of birth, blood group and other such sundry trivia. If Yoshi ever becomes as popular, I wonder if Nintendo have got a full trivia-packed file all about the little dinosaur...

FIGURES

Anyone who has played Dungeons and Dragons may already have encountered this sort of die-cast figurine before. Made out of finest metal alloys, there is one of these inch-high figures per Championship Edition fighter. They're quite costly, too, especially since they don't actually do anything!

COMIC BOOKS

Now this is a novel concept. Imagine, if you will, a series of books which, instead of being text-based, use pictures to describe the action, whilst the text is used to reveal which each of the Street Fighter characters has to say. These adventures, then unfold within the pictures as the pages are turned - a movie on paper, if you will. With loads of exciting action every issue, believe me, these comic things could well be THE big thing in 1993. For people who can read Japanese, that is...

JADEMAN COMICS

CLOTHING

Not the expected vests and matching pants which Mario has become famed for, but a wide selection of T-shirts and sweatshirts sporting assorted logos and characters from the game. Particularly rare, though, and much sought after by fans of the game and collectors of such memorabilia are the special T-shirts given to each other contestants in the Japanese Street Fighter II championships. Only forty or so of these one-offs were made, and getting your hands on one is about as likely as the BBC commissioning a series of The Likely Lads: The Next Generation.

PHONE CARDS

Ignoring Harry Enfield's short but informative advice on how to use a phonecard, come these fightin' 'n' fumpin' cards, complete with Chun-Li and Co on the front. Costing up to £40 a throw (that's for a hell of a lot of credits, though), these have also been split into normal and Championship Edition sets. A real weird piece of SF2 memorabilia these, but bound to be worth a few quid in the future - you just ask Hugh Scully.

1 9 9 2
STREET FIGHTER II

STREET FIGHTER II
STREET FIGHTER II'

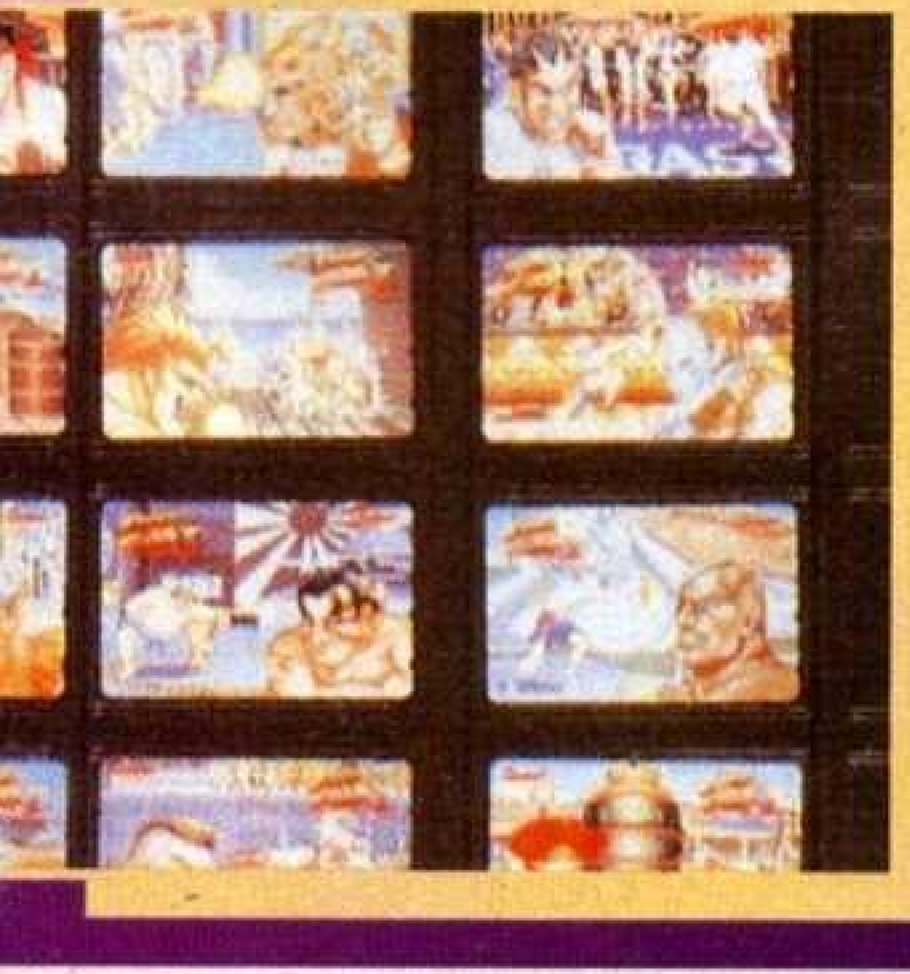
1993 CALENDAR

STREET FIGHTER II'

MISCELLANEOUS

As the SF2 bandwagon trundles along, more and more companies are releasing endorsed goodies. Along with the above, the Japanese also have access to SF2 pencil cases, pencil sets, posters, rubbers, and sweets. Whether or not we'll ever see Ryu bike blasters or Chun-Li tights (with extra padding in the thighs) remains to be seen, though.

CAPCOM
STREET FIGHTER II



Before thousands of you rush to the phone to ask us where it's possible to get hold of these items, please don't bother. The aforementioned items are available for sale in Japan only and, unless your local importer offers to get them for you, it seems unlikely that they'll be available in the UK. So don't even bother asking...

STAR

REVIEW

SUPER NES

1
PLAYER

8
MEG

SHT
GAME

STARFOX
TM
PUSH START
© 1993 Nintendo

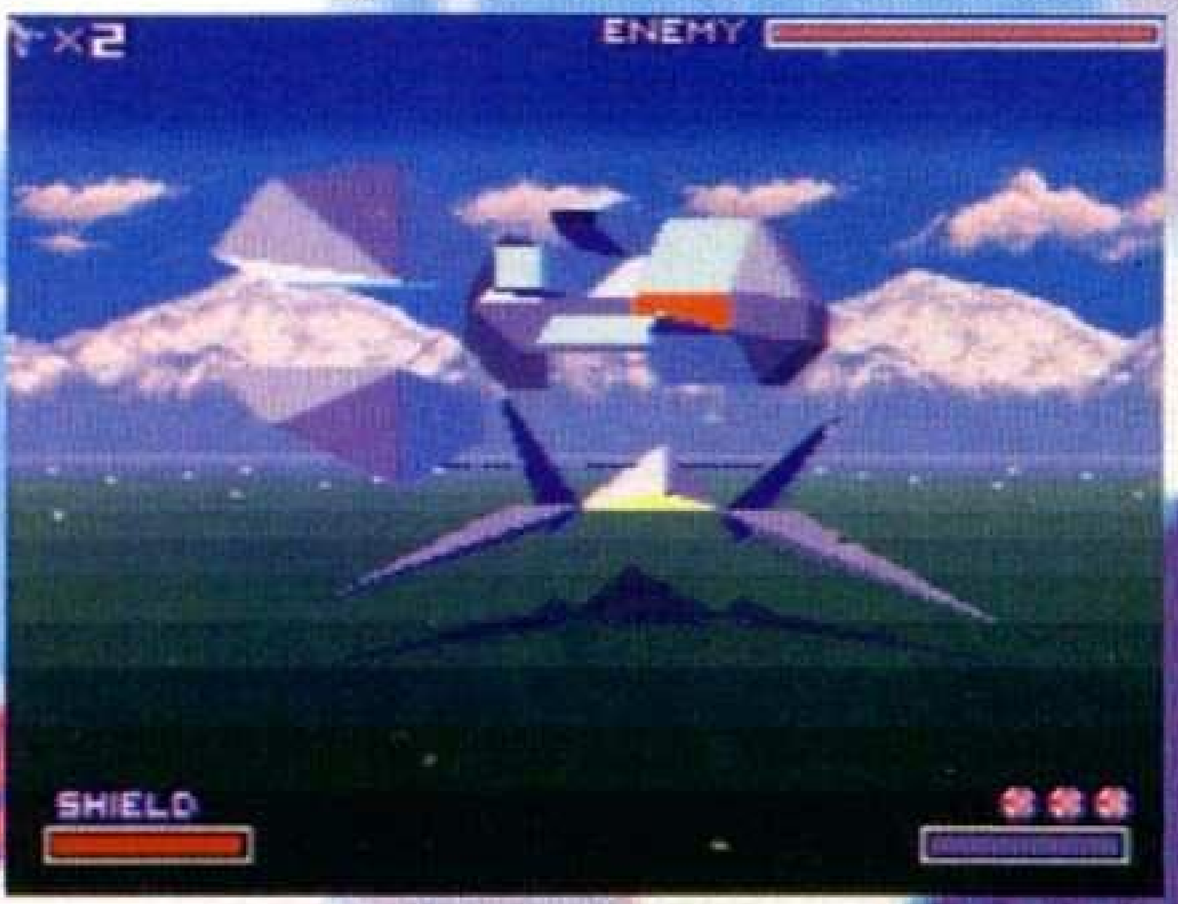
PRICE:£64.99
BY:NINTENDO

General Pepper of the Corneria outpost wore a grave expression as he watched the bright corona of one of the planet's two suns appear behind Corneria's largest moon. The faint glimmer of light signalled the end of a long eclipse which had left the base without communications for some days.

Before Corneria's moon passed over the sun there had been some urgent high-level briefings concerning the recent expansion of the Venom Empire into areas which brought it within attacking distance of Corneria, the last defence before Earth itself. What angered the General was the lack of political will to prevent Venom's endless supplying of materials towards the 'front-line' of the two powers, when it was clearly evident that big trouble was brewing. That's one of the reason he had requested the Star Fox team for a tour of duty - they were a crack squadron of animal hybrids, equipped with the best fighters in the Fleet. Hopefully the tour would pass without incident...

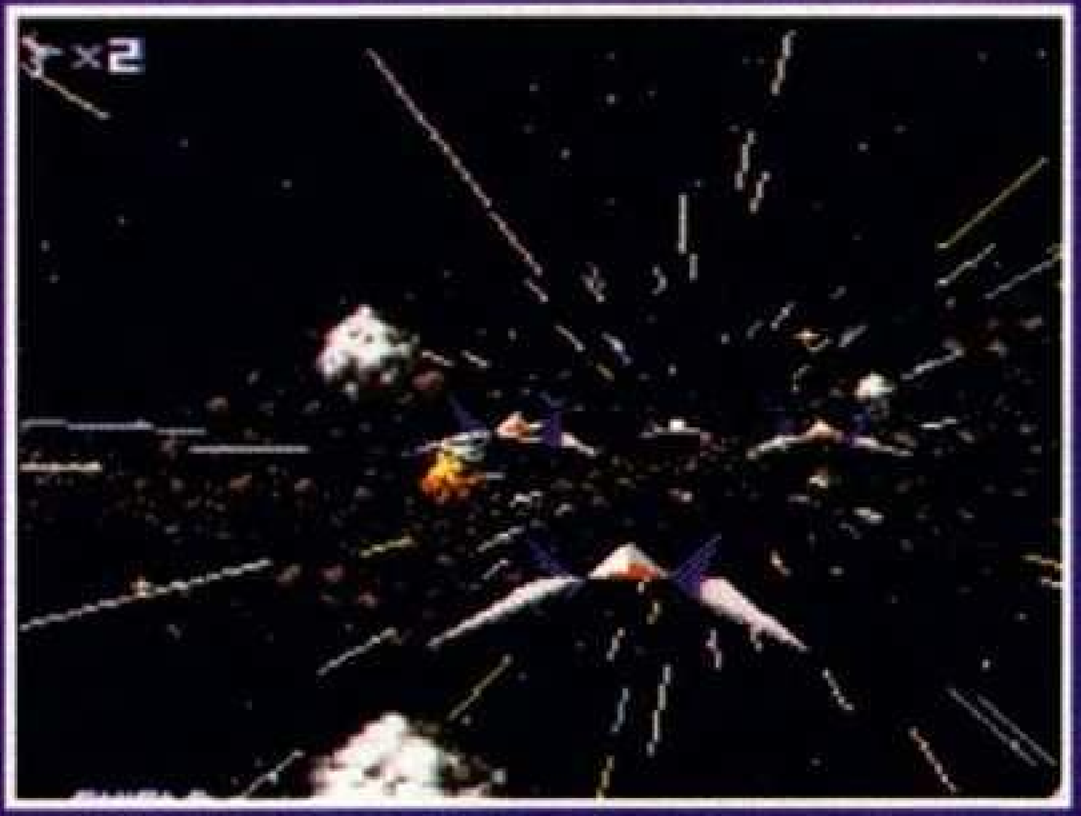
Klaxons suddenly screamed through the silence. As the base's equipment again was able to see into space it had detected an awesome sight. Venom had used the cover of the eclipse to launch an attack on Corneria! The call to defence was wailing out! Even as the Commander was making his way to Operations, Star Fox were donning flight suits and pounding the corridors to the hangars.

Fox himself barely paused for thought as he tapped the preliminary data codes that made his cockpit's HUD displays spring up into life. Another combat flight with the three wings he trusted more than any other beings alive. "Have a good one, Fox!". He smiled — it was Peppy's voice crackling across the channel, the most dangerous rabbit in the galaxy, he thought. "Good luck!" he yelled back, the G-forces catching his body as the formation sped out into the new Cornerian sunlight. "Good luck".



▲ Fox and his buddies come up against the first boss. Unfortunately, Slippy and Co clear off whilst you attempt to see the huge ship off. The red area to the rear of the ship is the boss' only vulnerable point, and should be shot repeatedly.

DATA: ARWING SPECIFICATIONS



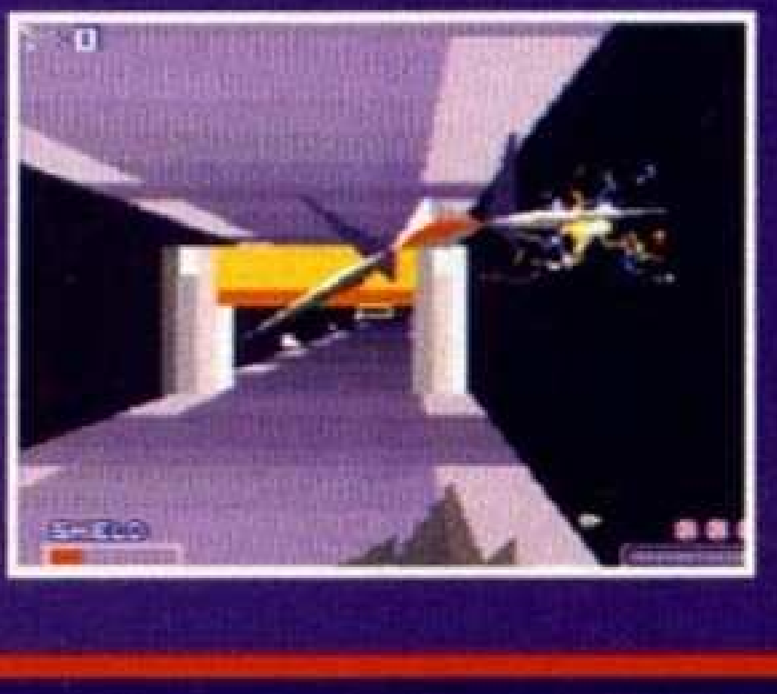
MODEL: Arwing Defence Fighter AD74: Designed as a fast attack craft, with the ability to fly in air and airless environments. Fully manoeuvrable.

WEAPONS: Sapphiric-focused Front mounted Pulse Laser: Initially a single-centre mounted gun, this weapon may be wing-mounted for double power.

ADDITIONALS: Photon Delayed-release High Energy Shells: Special use for heavy enemy firepower. Photons detonate in a spherical attack pattern. Initial complement of three shells.

DEFENCE: Energy Repulse Full Cloaking Shield: The most effective fighter defence system yet devised. Able to withstand multiple laser hits, and to a lesser extent, structural collisions.

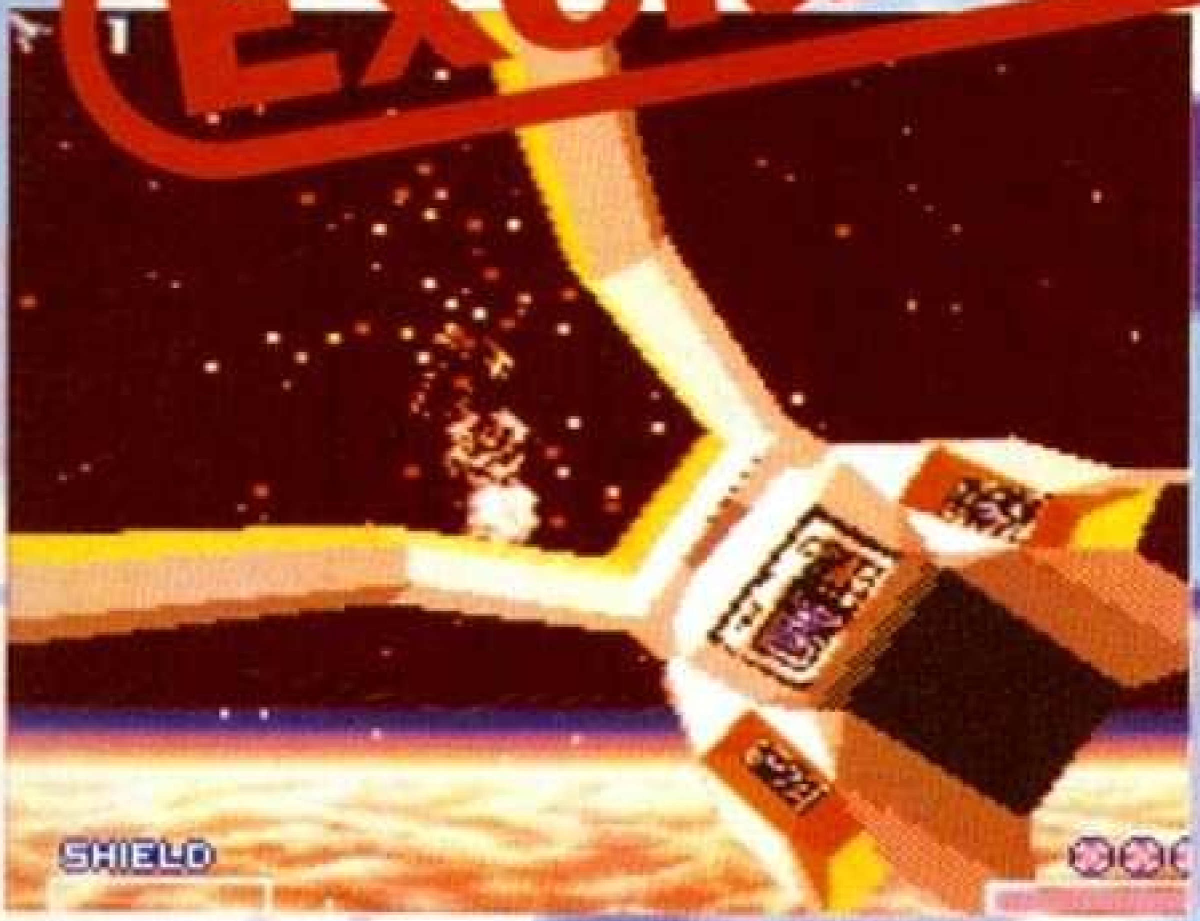
PROPULSION: Nucleide engine with Hyperspace capability: Light Speed ready in 9.45 seconds. Extra boosters provide double acceleration for 1-2 seconds. Retros slow velocity by one half for an equivalent interval.



RELEASE
APRIL
CONTROL
1 JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
1 PER 10,000
SKILL LEVELS
1
RESPONSIVENESS
EXCELLENT
1ST DAY SCORE
36,500
ORIGIN
Star Fox is a completely new 3D space game, but some of the action and effects resemble the arcade machine Star Blade and the 16-bit classic, Star Glider.

FOX

Exclusive



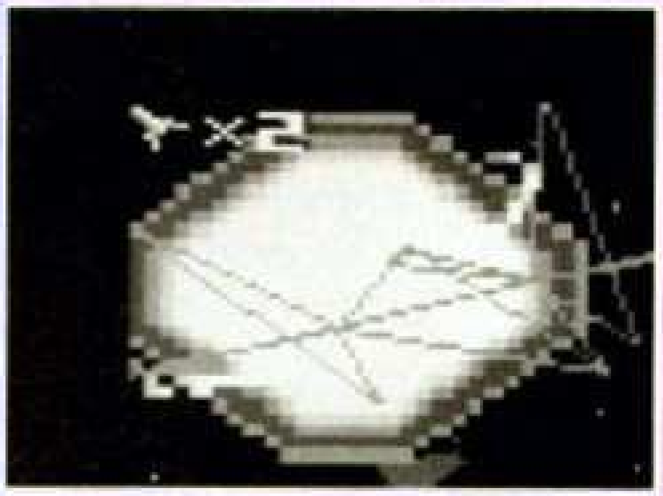
DATA: STAR FOX

The four members of Star Fox have been selected from several animal Hybrid squadrons for their individual skills and by computer matching for group suitability. Many previous commendations exhibit their extraordinary ability to work together. But, individual tendencies have been noted, and should be acknowledged:

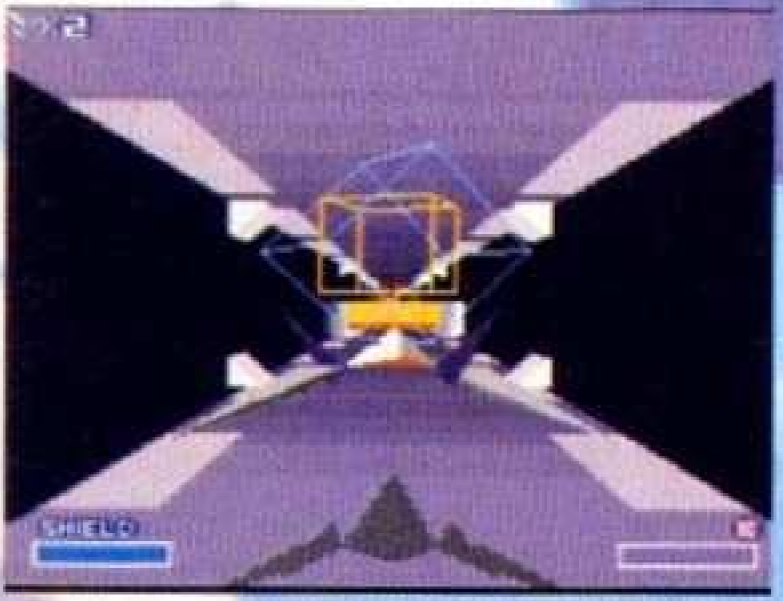
FOX: Squadron Leader. Responsible for directing raids and roll-calling. For the main, his position is foreground, his battle specialities involve audacious raids on superior enemy equipment. Mostly, the complement defend his vulnerable rear area.

PEPPY: Furred mammalian lifeform and newest addition to squadron. Peppy's position is mostly background, providing covering fire for Fox and Falco.

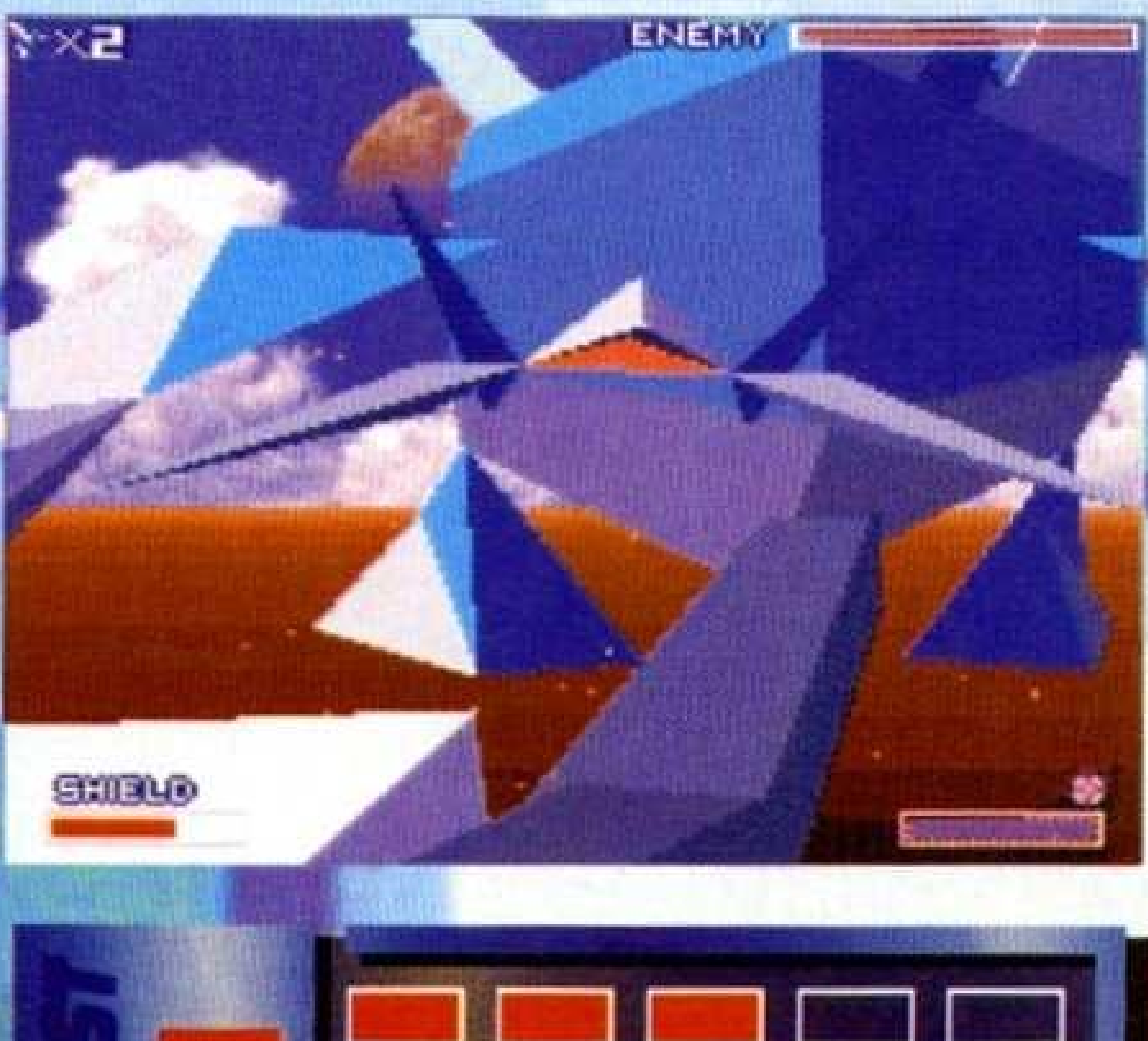
SLIPPY: Amphibious lifeform. Slippy is a gifted flyer, who performs on instinct. He mostly provides support with Peppy, and can be relied upon to maintain a rearguard. However, he is prone to reckless tendencies and 'fancy flying'. Fox has had to put his tail out on more than one occasion.

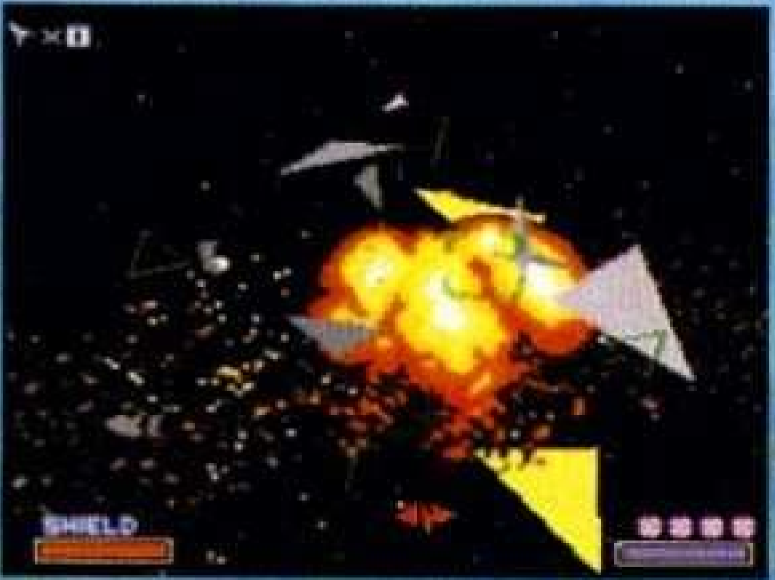


FALCO: The Squadron's second forward flyer. Falco is unparalleled in his aggressive techniques. Highly effective, he rarely needs assistance from his comrades, and practically flies as a loner. This has bred a certain arrogance in him, and he makes it known he is unhappy in his role as second in command. The Admiralty has decreed a transfer as necessary in the near future.

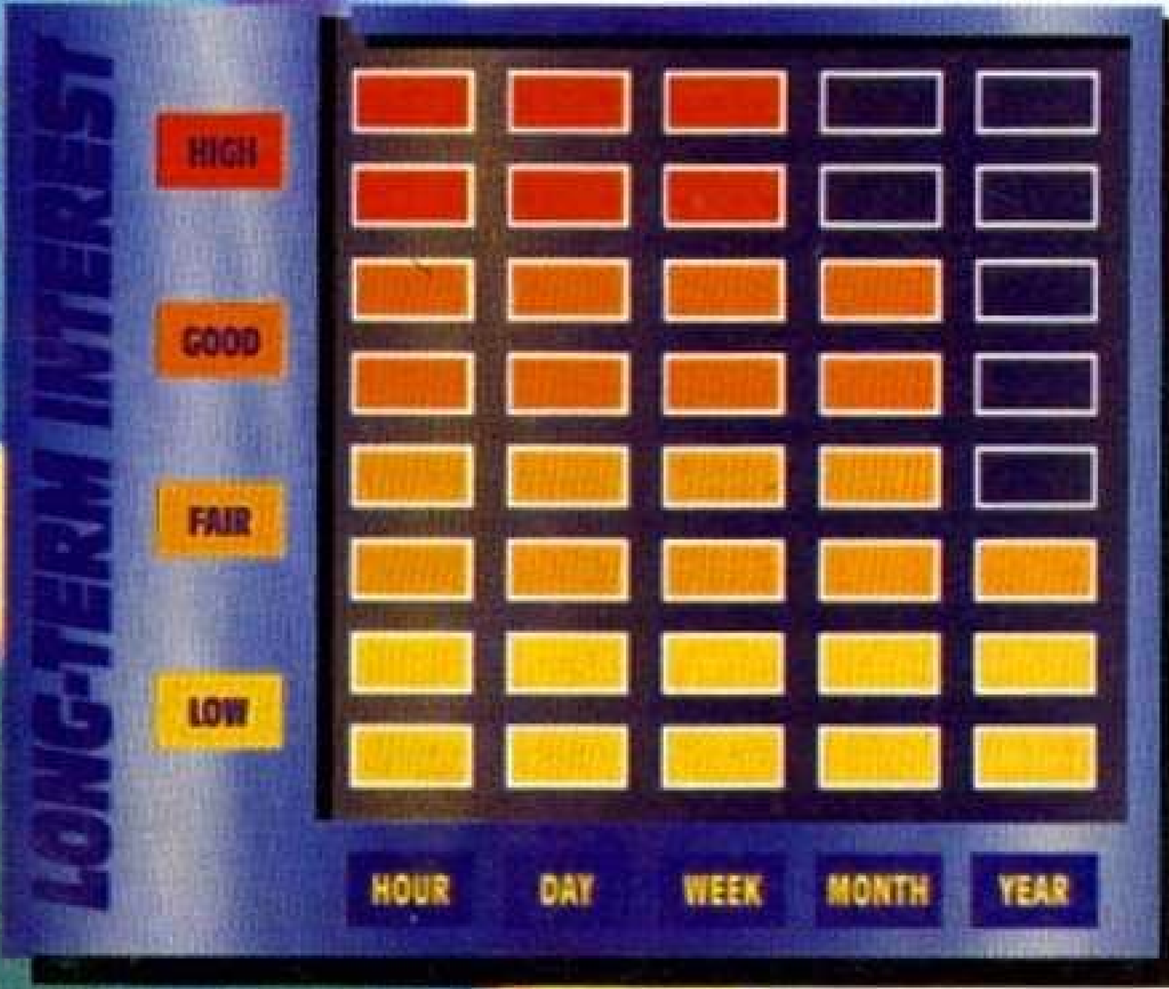


▲ Fly to the heart of the Armada, but beware those defences!





▲ Bang!



COMMENT

JAZ

This is the most astonishing console game I have ever seen! Using unbelievably fast, super-smooth and ultra-realistic polygon 3D graphics, Starfox is a game that you'd normally expect to see running on a mega-fast souped-up PC! But here it is running on Super NES - and it's amazing. Not just because of the stunning visuals: the sound is superbly atmospheric and it plays brilliantly too. Level one is fairly straightforward and shouldn't take more than a couple of days to complete, but the higher levels are really tough and require plenty of skill to master. Because the whole game is so impressive, you really want to keep on playing to see what's next - and there are certainly some fabulous things later on, with some great effects and mightily impressive baddies to test your mettle. Starfox is a truly superlative title and is a showpiece of what the Super NES is capable. And considering this is the first game to use the Super FX chip, I can't wait to see what's next - mind-blowing racing, flying, space combat and even virtual reality-style adventure games could all be created! Gimme! Gimme! Gimme!

How To Control The joypad is used to pilot the ship across the dangerous 3D landscapes. The customary eight directions are used to steer the craft and alter its height. In addition, the pad is used to move the target sight during the asteroid section.

A BOMB

X THRUSTERS

B BLASTER

Y RETROS

L/R BANK LEFT/RIGHT

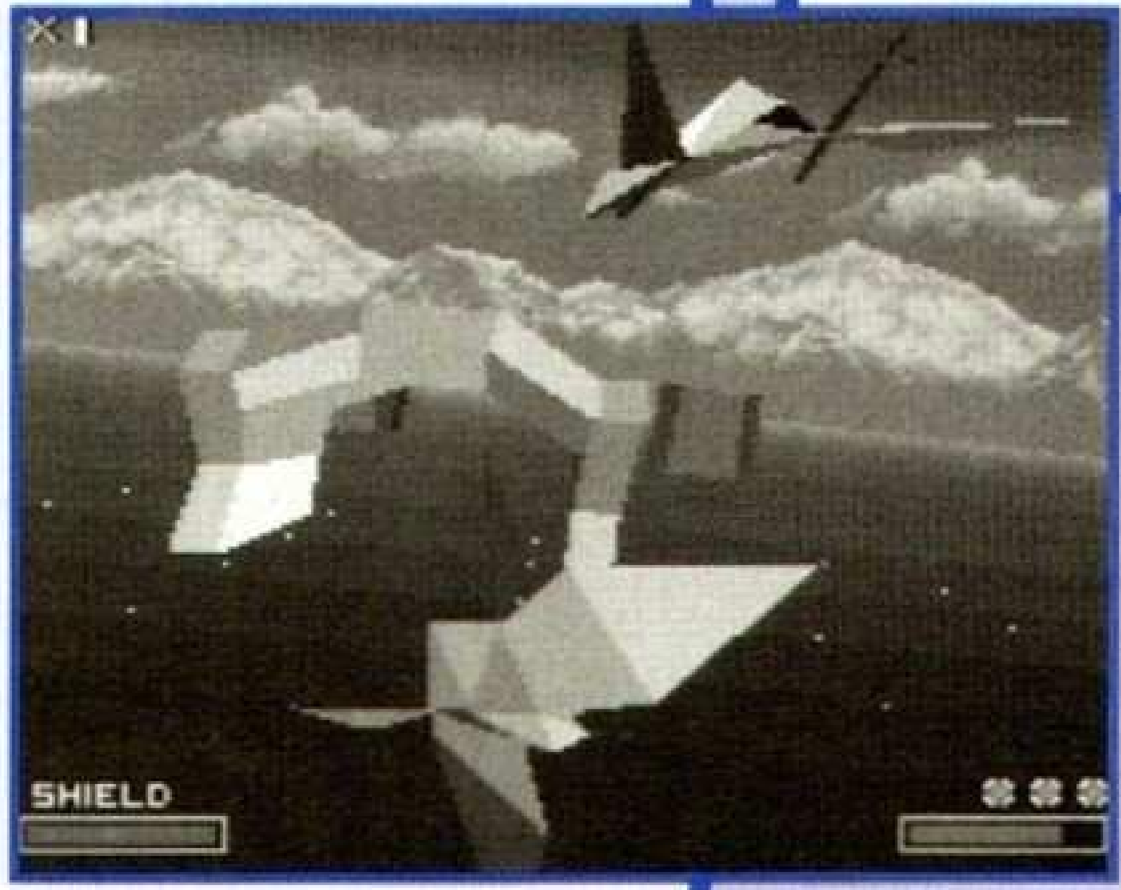
S **START:** STARTS/PAUSES GAME
SELECT: ALTER VIEWPOINT

How To Play With three ships at their disposal, the survival of which is determined by an energy bar, the player embarks on a series of missions. In turn, each of these fighters is armed with an upgradable laser and three 'smart' bombs.

AREA 1: CORNERIA

SCENARIO: Eliminate forces intruding on Fleet base on Corneria's surface. Annihilate Ground Drop Mothership.

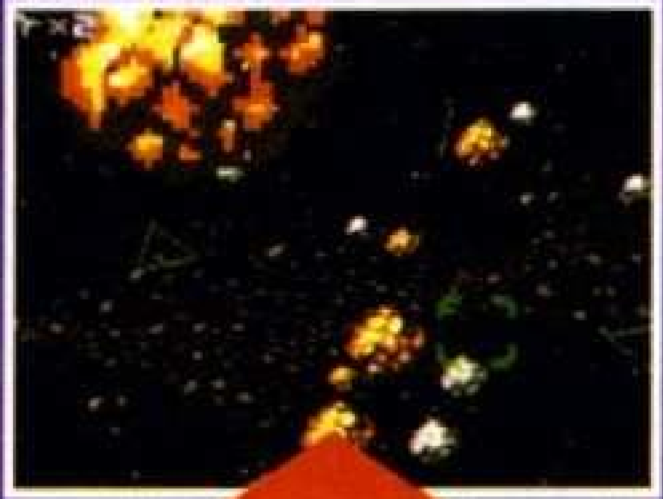
TERRAIN: Densely structured base area. Low flying is necessary to avoid missile tracking, which means flying at building height. Craft may have to fly banked down narrow corridors, and through narrow hangars at extreme low altitude. Some structures may be unsafe due to battle damage.



ENEMY HARDWARE: We know the enemy have landed bi-pedal assault suits. These robots have begun dismantling our communications masts and command towers. They have tank support, and currently we have reports of saucers dropping multi-legged combat units by parachute.

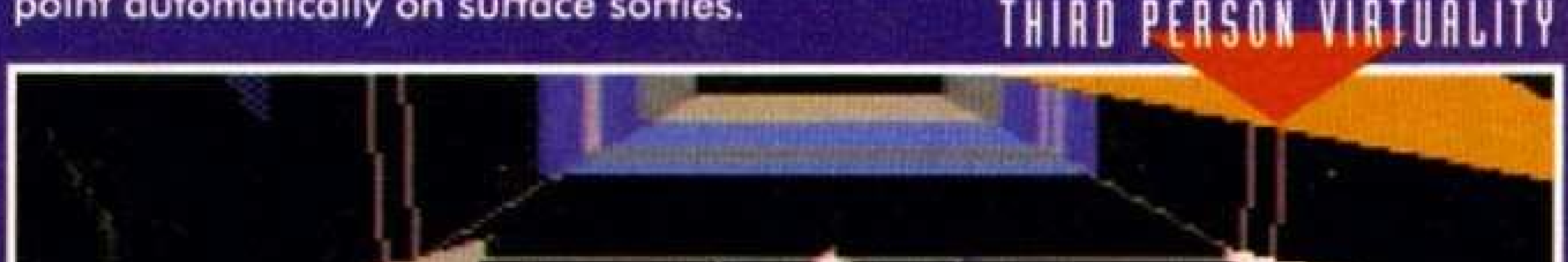
DATA: BATTLE CPU

Battlezone depiction is assisted by the use of VR-generated images. Pilots choose to view engagements on a conventional HUD canopy display, with rotating arrows showing Pitch and Yaw. Targetting is achieved using the green, self-centring sights. Alternatively, engagements appear in Virtuality, with the pilot's eye-view from behind his craft, at a distance of 25m. Studies have shown this to be an appropriate mechanism for low-altitude scenarios, and CPUs have been instructed to adopt the viewpoint automatically on surface sorties.



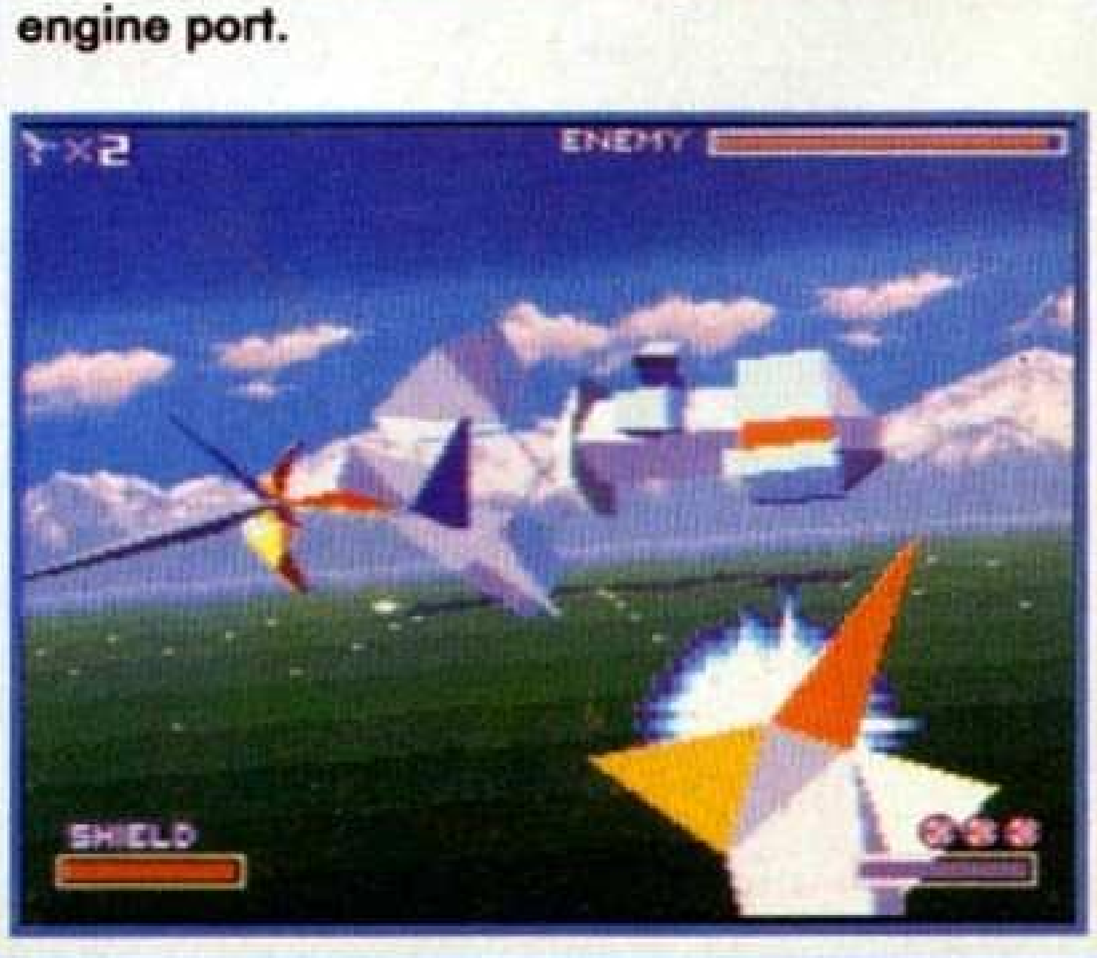
HUD CANOPY VIEW

THIRD PERSON VIRTUALITY



WARNING

MISSION TARGET: Ground Drop Mothership. This massive unit has the advantage of noise-dampened propulsion, so may be able to sneak up on you from behind. It has four laser defence systems, located as side-arms. It is suspected that these are the most vulnerable areas to attack. Separate homing missiles are located on these arms. Other attack points include the bridge and rear engine port.

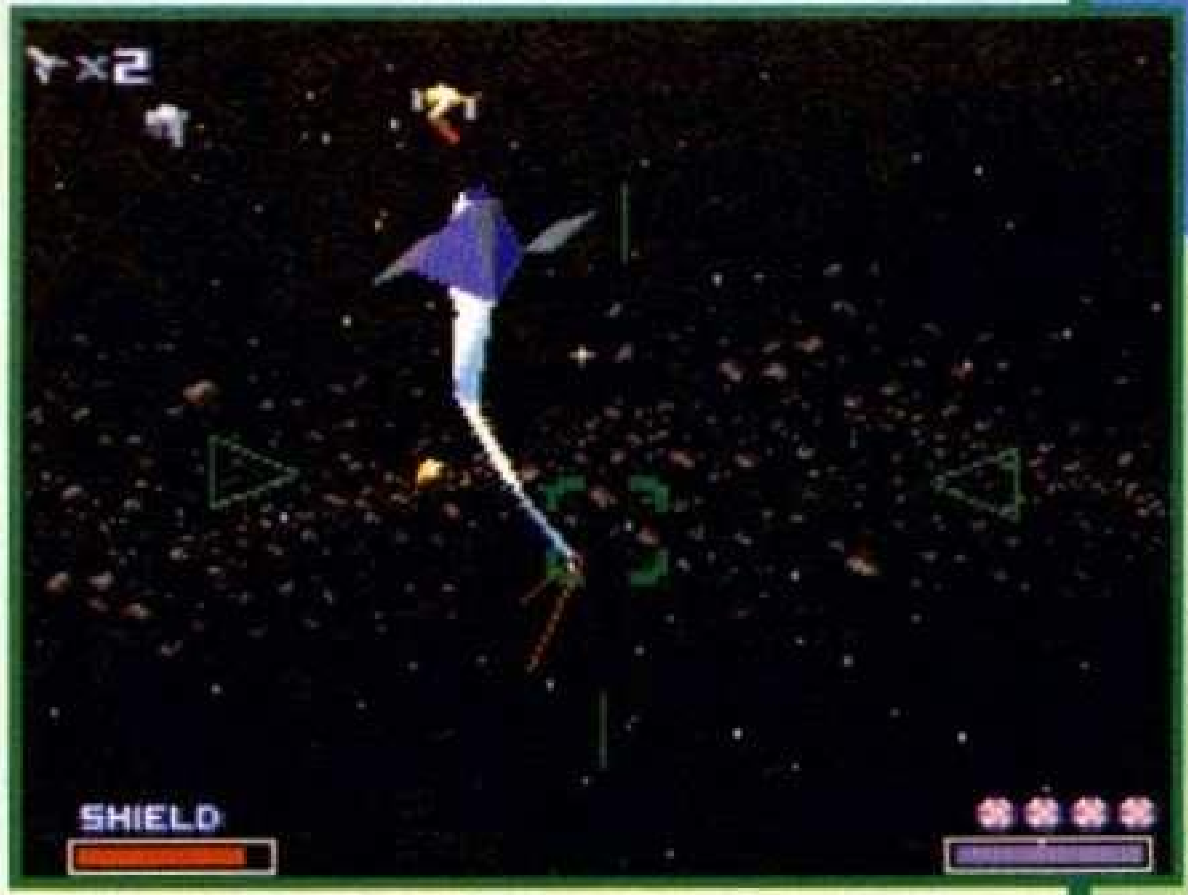


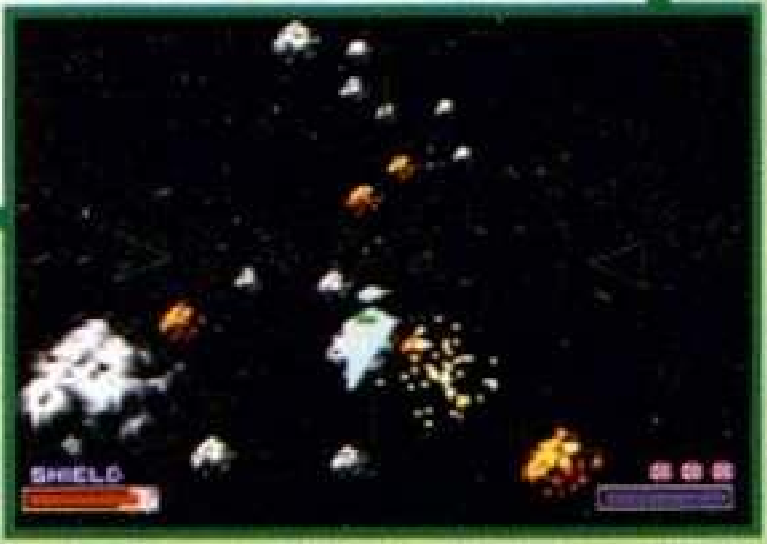
AREA 2: ASTEROID BELT

SCENARIO: Navigate Asteroid field and destroy any hostile forces massing for attack. Head for Andross' rock-crushing equipment before making Hyperspace jump.

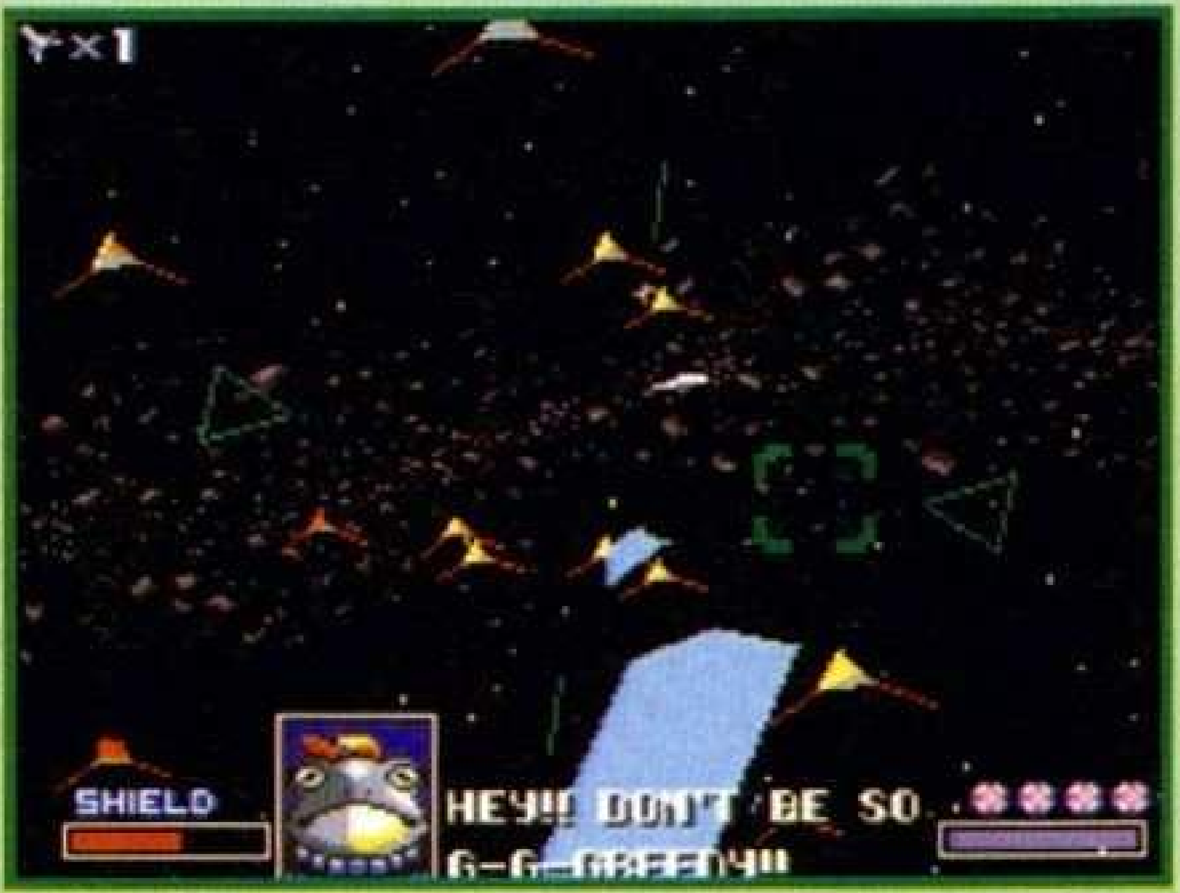
TERRAIN: Deep space but the path crosses a heavy asteroid belt. Some of the rocks are destructible, judge yourself by their colouring. Some asteroids are arranged in spinning formations, dissipate them by destroying the central link.

ENEMY HARDWARE:
High concentration of enemy 'Moth' ships, and highly manoeuvrable snake-tailed vehicles. Both armed with pulse lasers.





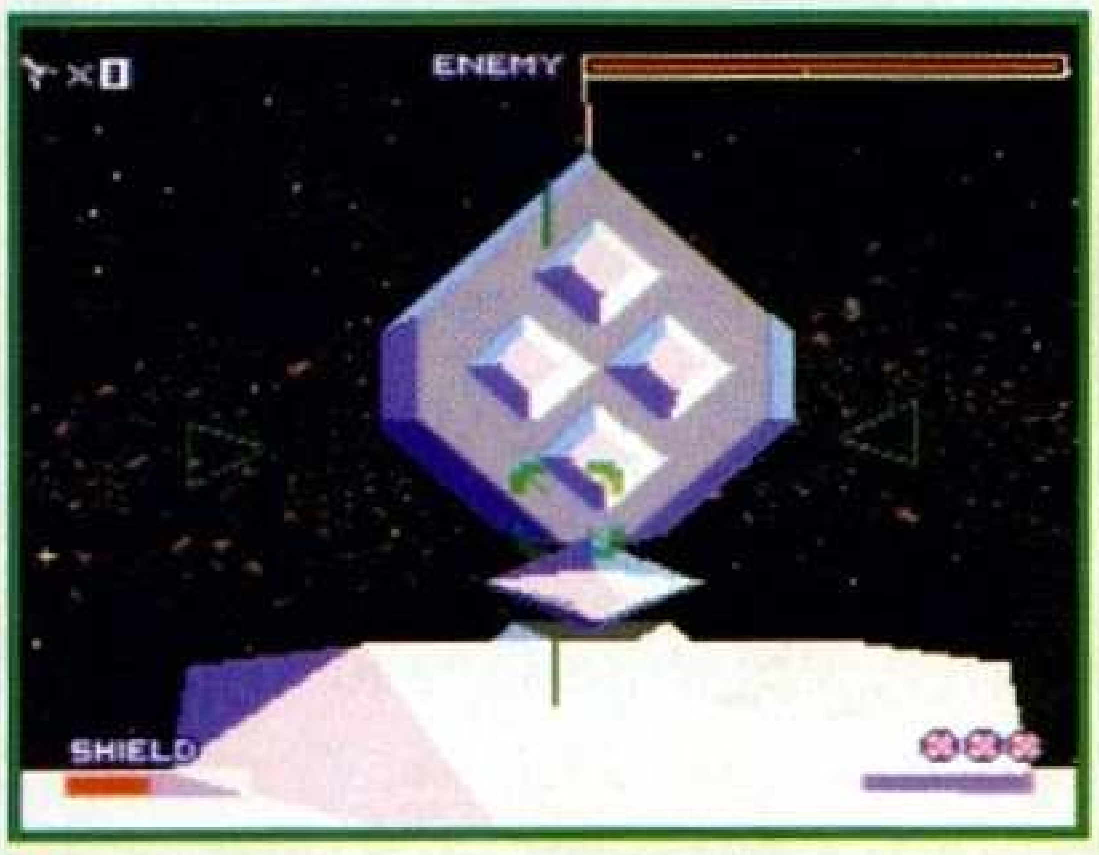
▲ Thud! There's enough salvage material from the bosses to build a small town.



HEY!! DON'T BE SO G-G-GREEDY!!

WARNING

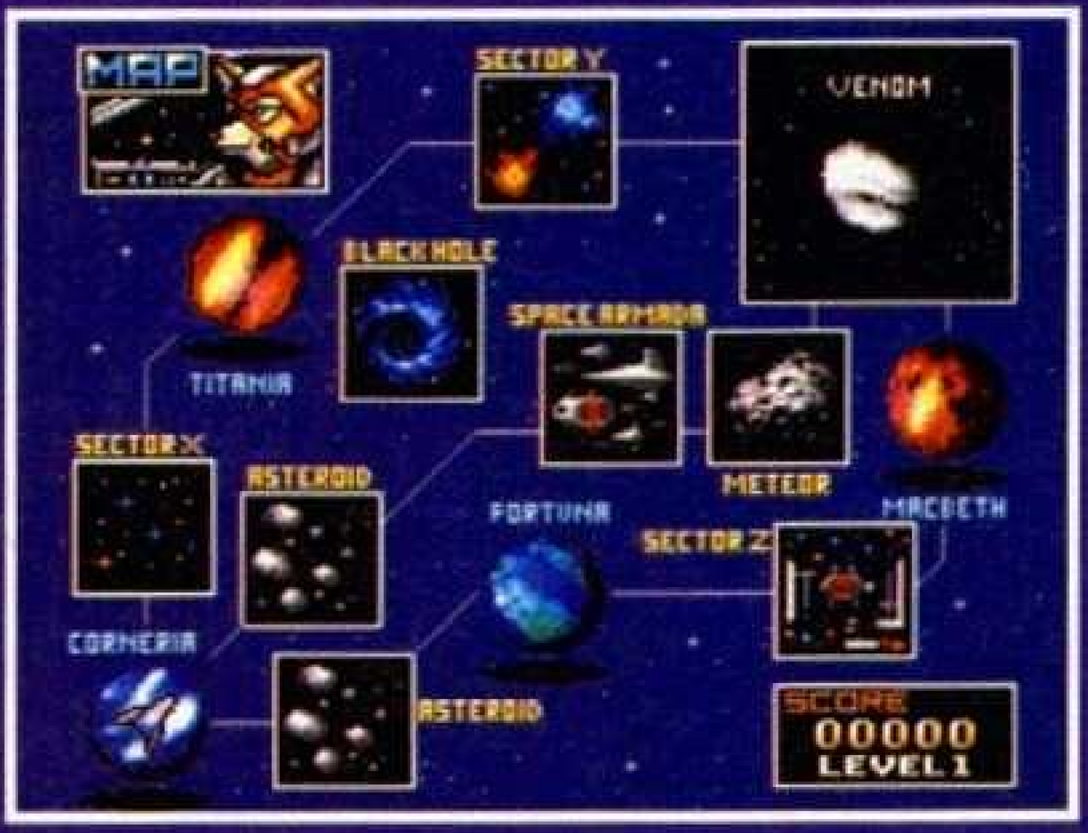
MISSION TARGET: Andross Rock Crusher. The machine is constructed in three parts, with laser defences grouped in sets of four on both wing pods. Crusher attempts to ram you in space. After the pods are compromised the main unit's bulk is jettisoned in your direction. Caution! Beware final missile defences located on polar antennae.



▲ Learn to recognise these pods instantly — they're your target on the rock-crusher.

DATA: STARMAPS

Previously it was thought necessary to have a single Hyperspace corridor between Venom and Corneria. This direct route is the simplest attack path to adopt, in terms of length and ease of navigation. It is also agreed that the firepower deployed by Andross on this path is inferior and vulnerable (despite the presence of his Armada). More ambitious commanders may pause to consider the two alternatives. The first involves a perilous navigation of the Space Station under construction near Corneria, and unquantified defences on the planet of Titania and the attendant black hole. The last option is even bleaker: a course through the thickest asteroid belt in the quadrant, and further horrors in the Macbeth system, but that 'option', gentlemen, is the chosen course of fools and madmen...



COMMENT

STEVE

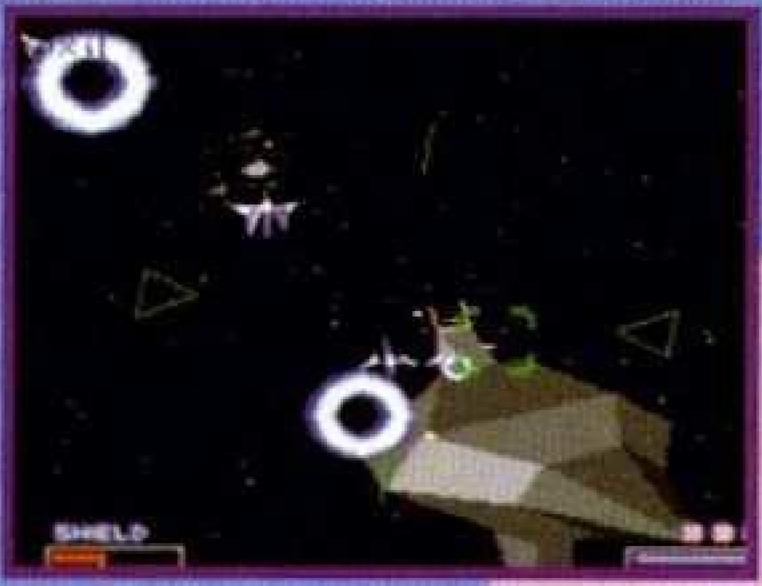
My past experiences with 3D blasters have left me playing either fast-moving 'epics' with absolutely nothing to shoot, or sluggish efforts which have compromised the game's speed by cramming as many polygons in as possible. Star Fox, however, is quite simply the most stunning 3Der you are ever likely to see. Even just watching the game being played is impressive, but actually getting your hands on the extremely controllable craft opens up a new dimension in playability. As your assorted squad members weave around in front of your ship, passing on the odd retort, it's hard not to get totally involved in this epic blaster. The Star Fox ship is a dream to pilot, and avoiding the many obstacles soon becomes second nature - although it's impossible to take anything of the game's stunning effects and tweaks for granted. In addition to the fast-paced 3D and plentiful blasting action, the missions are varied and should keep even the best players hooked for ages. I really cannot praise Star Fox enough. Not only does it cement the Super NES' position as THE number one console, but it also proves the machine's versatility in all areas. Along with Street Fighter II and Mario, this is a game every Super NES owner should own. Hunt down a copy now and prepare to boldly go where no man has gone before...

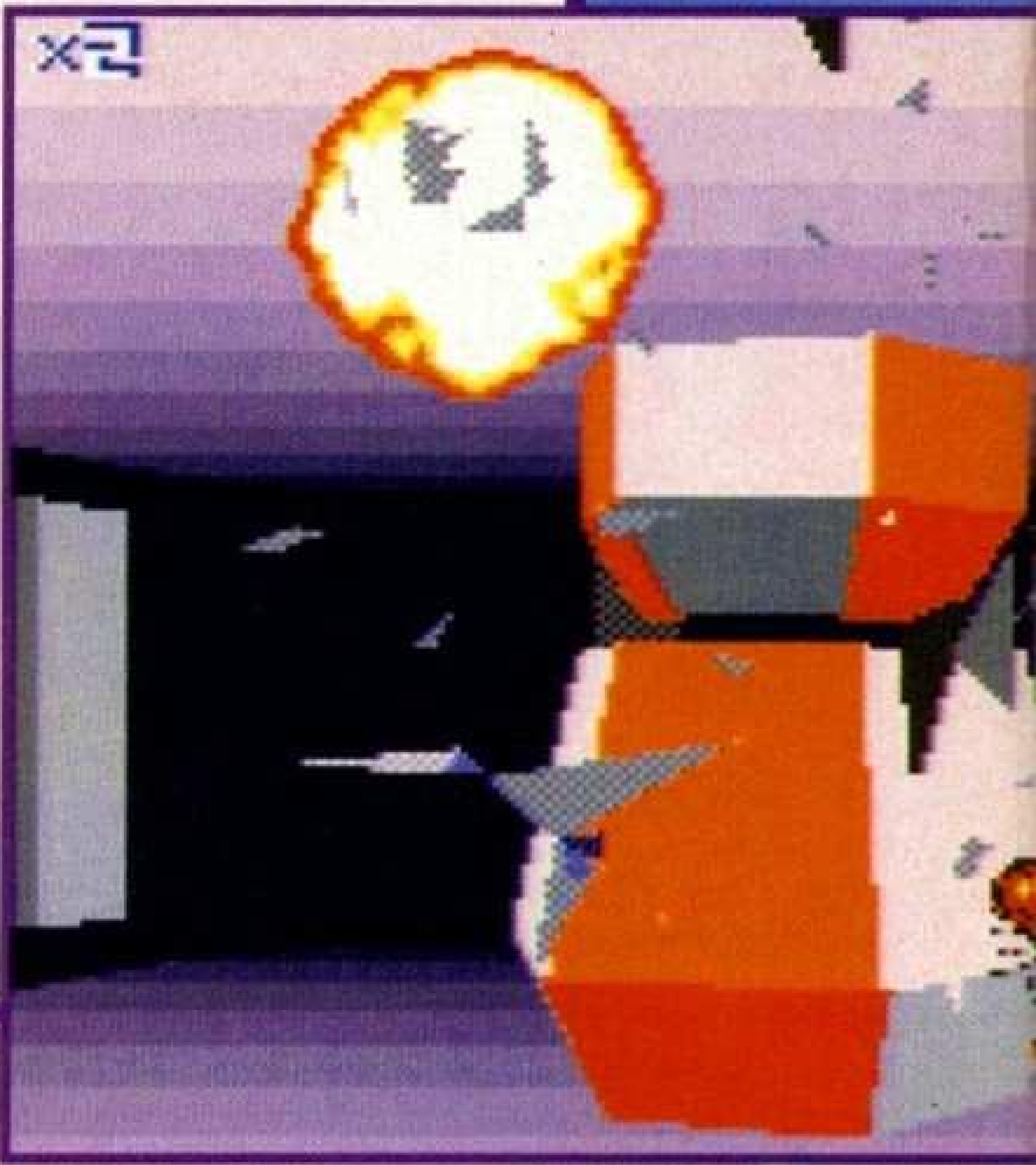
AREA 3: ANDROSS ARMADA

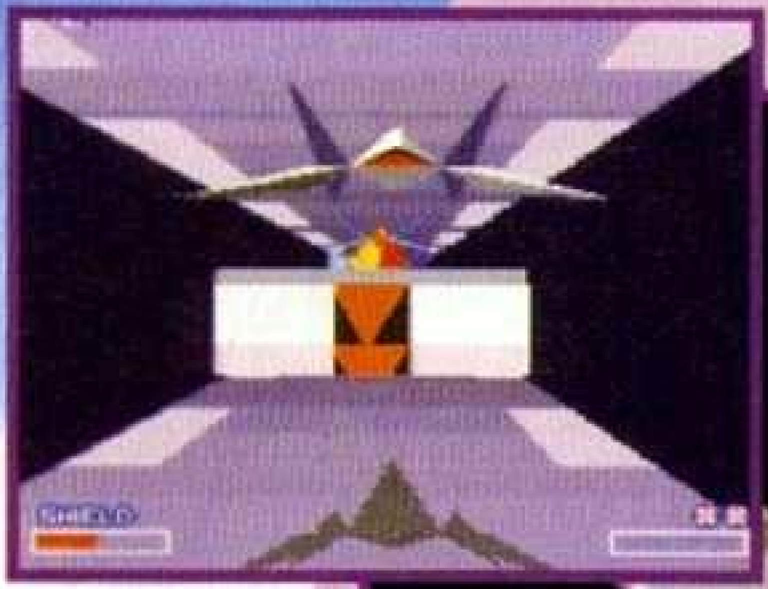
SCENARIO: Intercept Venom's main fleet as you come out of Hyperdrive. Breach fighter defences to attack large command ships. Destroy Mothership to disable Armada.

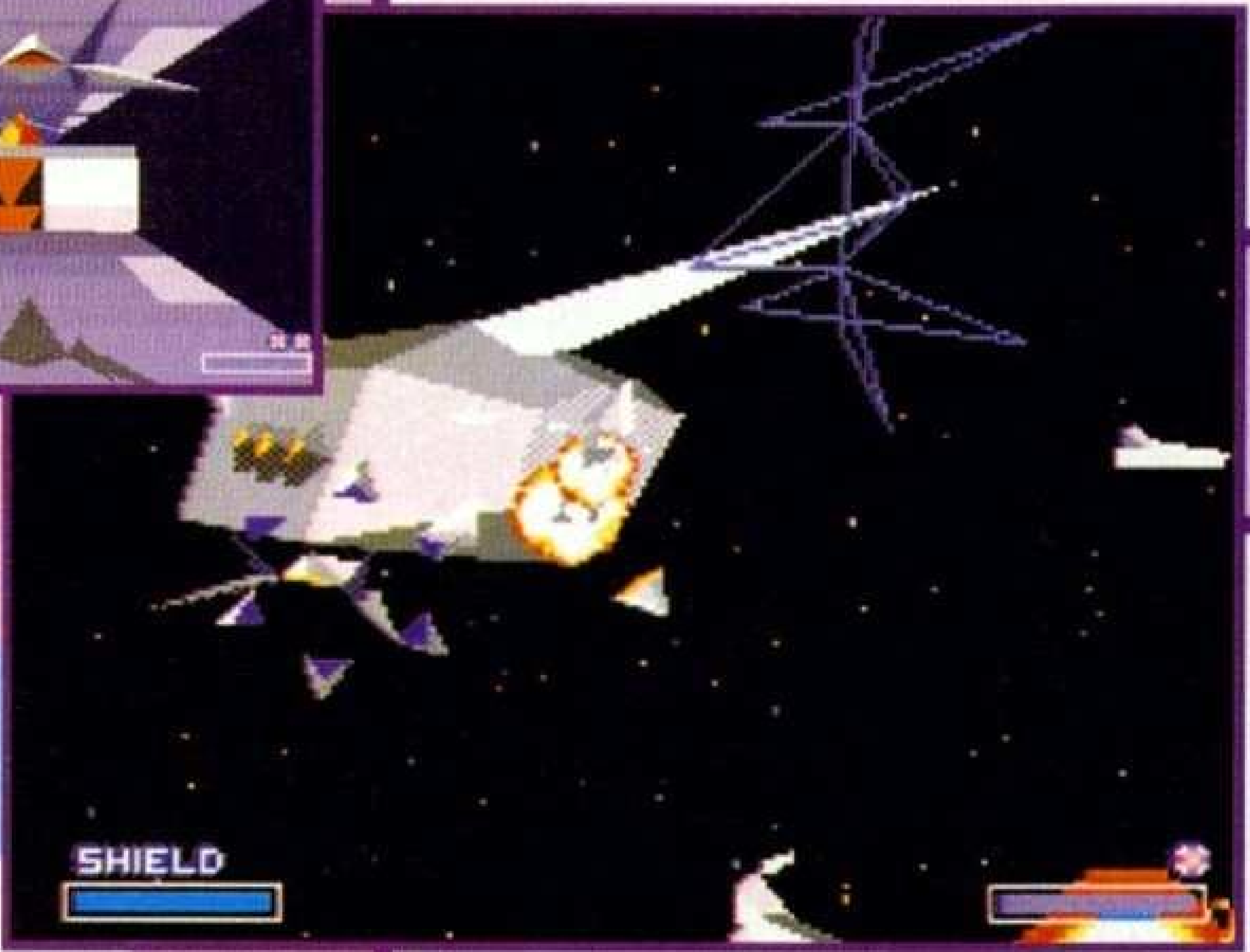
TERRAIN: Deep Space. See Special Briefing.

ENEMY HARDWARE: Fighter defences include triangulars. These produce photon attacks from rotation, and may reform up to three times. Also, armoured carriers, which are large, rounded vehicles which can take massive damage. Most larger ships are invulnerable to exterior attack. See Special Briefing for interior attack plan.



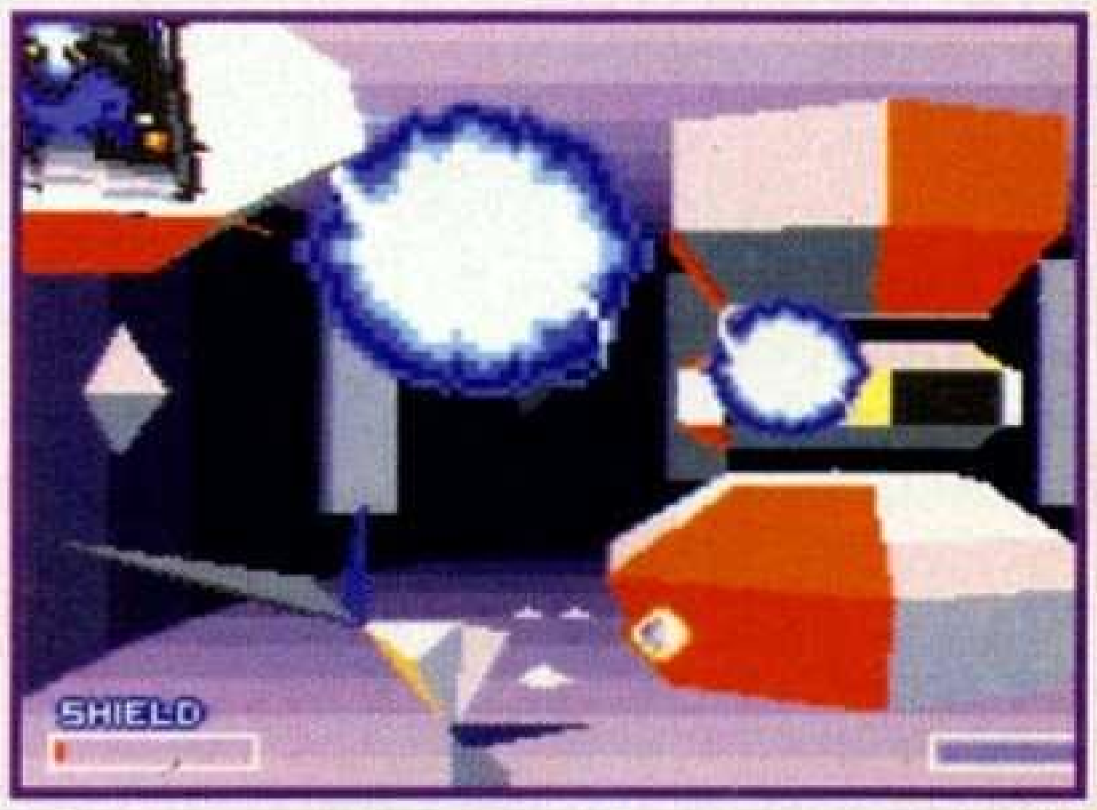






WARNING

MISSION TARGET: The Armada Mothership. Destination is core, which is housed in rotating chamber with two defence fields. These produce an energy link between wall and core at two levels. Destroy the link at the wall to expose the core. Emergency photon defences are activated in the final moments.



SPECIAL BRIEFING!

Arwings have access to Armada ships' launch hangars. Enter the corridors by lining up with the docking doors, then avoid the shield door defences. Each ship has a nuclear core which houses its one weak spot. Go for it.

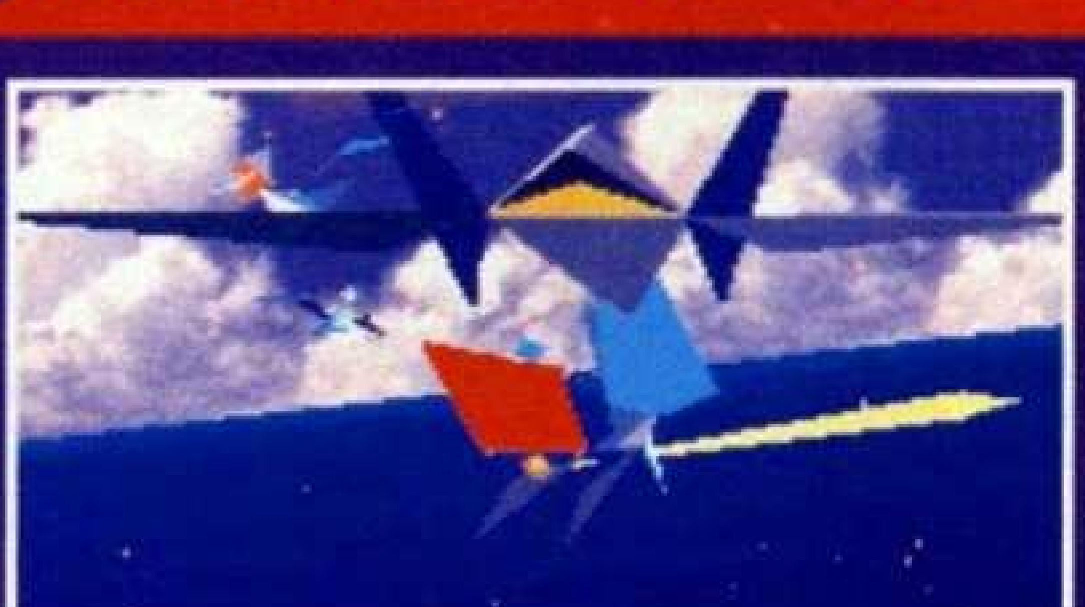
COMMENT

GUS

Stay calm, concentrate on the screenshots: you are experiencing the future! Star Fox ushers in a whole new era for Super NES owners, who should now have access to stupendous effects and amazing 3-D games. Star Fox looks amazing here, but you have to see the incredibly smooth movement to appreciate the power of the Accelerator chip. Massive sprites zoom around the screen, craft whirl and zoom as the viewpoint spins 360 degrees. One great feature is the way the best scenes are kept for later. Level one is jaw-dropping, but wait until you reach the Armada, or Fortuna - you'll need a new face! The brilliant presentation adds even more to the cinematic atmosphere of the whole package. But please don't think that Star Fox is 'fur coat, nae knickers' (Glasgow expression). The gameplay itself is totally outside the sphere of most other Super NES games - even the likes of Aleste and Axelay. There's so much to do, so many ways to tackle levels - three paths, two viewpoints and incredibly imaginative bosses. Star Fox is clearly the most ambitious and accomplished project yet attempted on the Super NES - and a milestone in console 3D games. VVG!

DATA: CHANNEL OPEN

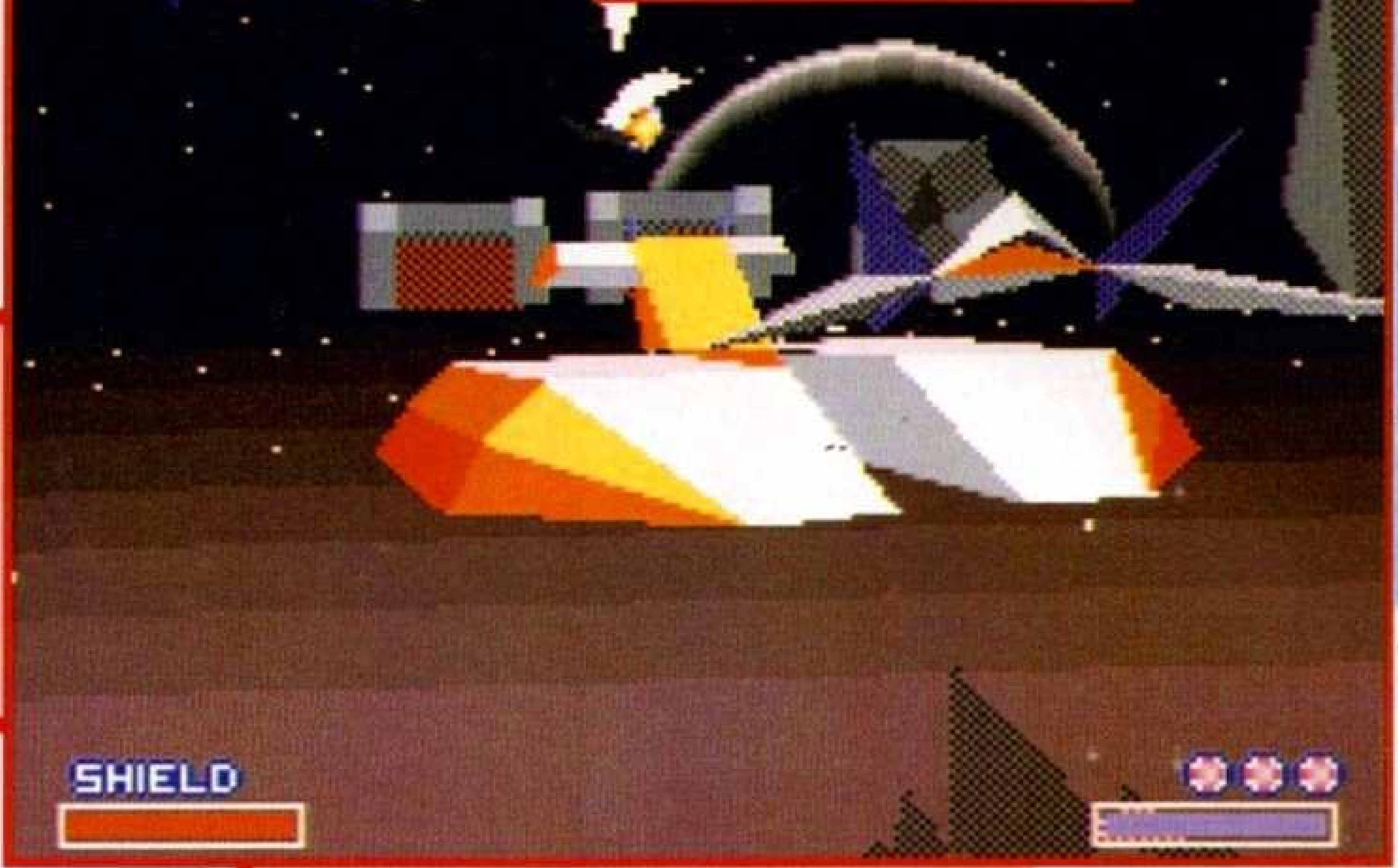
Star Fox is wired to four com channels. The first three are visi-links with your squad. Fox receives messages from Peppy, Slippy and Falco about mission tactics. Picture ID is shown, and the CPU translator turns their animal utterings into readable text. The last channel is a sound-only link to Base, where Radar warnings of incoming energy or sustained damage reports are announced.


GET LOST, YOU FIEND!!

AREA 4: METEOR

SCENARIO: The approach to Venom is guarded by this outpost stationed on a massive meteor. Destruction of Insectoid defence systems is necessary to proceed.

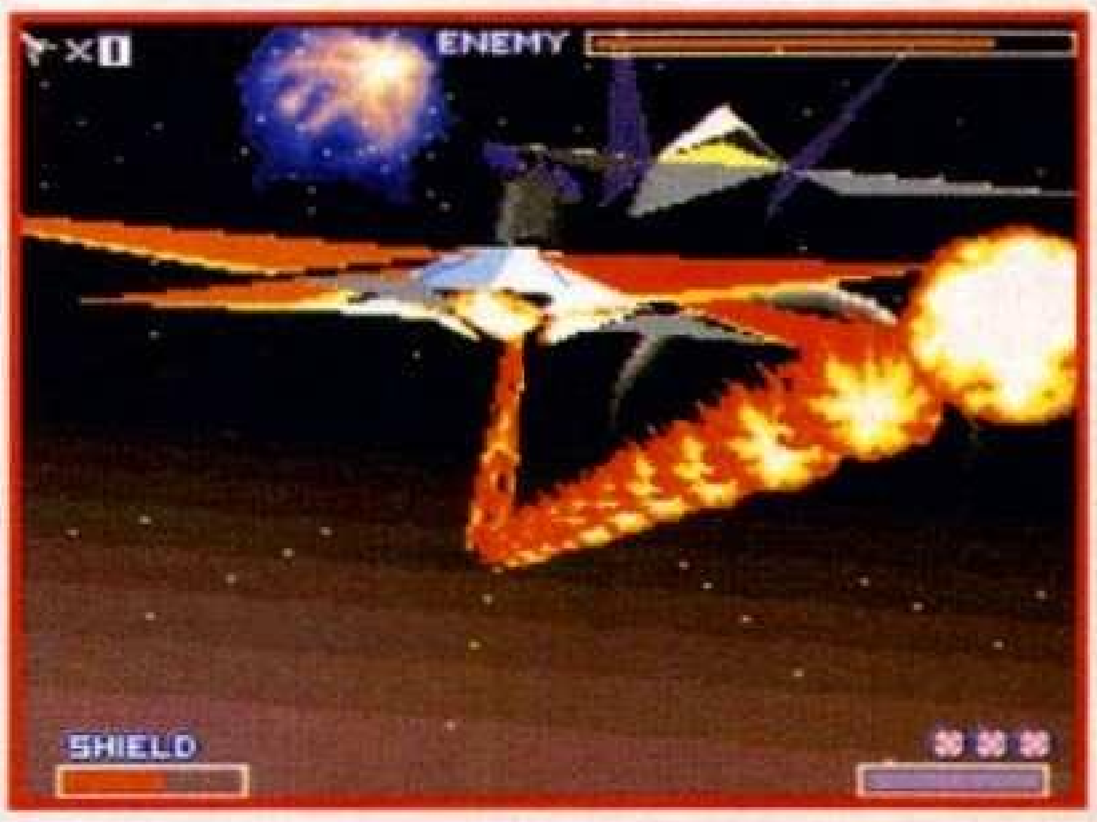
TERRAIN: Non atmospheric, low gravity environment. Low light intensity means 'night-flying' techniques. Extreme rock formations means squadron has to fly canyon runs.



ENEMY HARDWARE: Insectoid creatures with two or more legs. Spider-like sentinels guard narrow approaches. There are fixed rotating missile emplacements.

WARNING

MISSION TARGET: Plasmatron. This towering device is a devil to hit, since its six legs provide protection. It's attack procedure involves flattening the legs and spinning towards the squadron. Once the legs are destroyed a port in the centre of the unit opens, exposing a plasma spray which deflects off the ground towards its target.



AREA 5: VENOM

SCENARIO: Penetrate Andross' outer ring of defences, in the space approach. Pursue the Phantamx Battle Craft onto the planet's surface.

TERRAIN: Venom orbiting space and upper atmosphere.

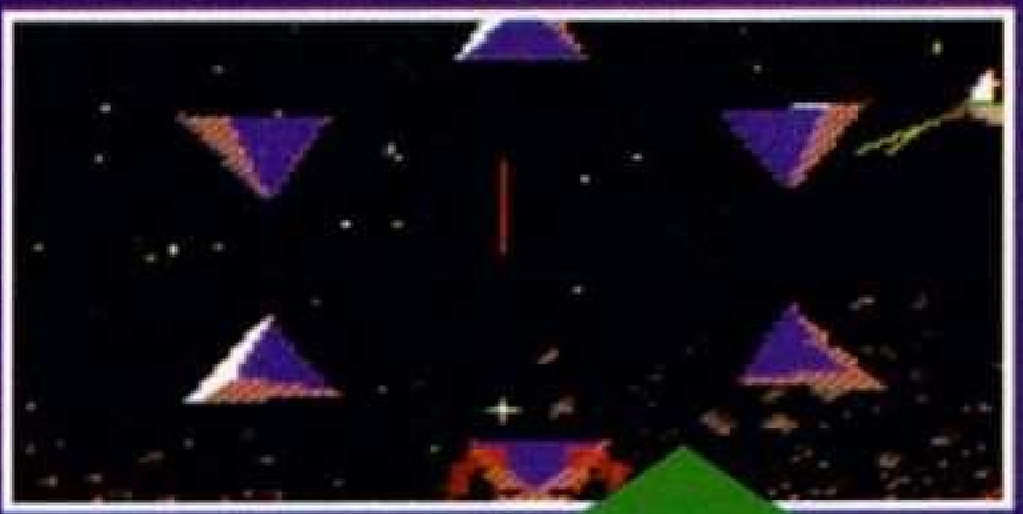
ENEMY HARDWARE: The best of Andross' hardware. Spinners rotate using their four in a cross shape, spraying laser-fire from their centre. Rotators stop at a point, releasing fire in a circular pattern. Some enemy craft are made of resistant alloys which make them resistant to attack in all but one spot. There are reports of three-winged craft having access to invincible shields like our own. These will appear as wire-frames on your imagers.

MISSION TARGET: Classified.

×1
PAUSED
SHIELD

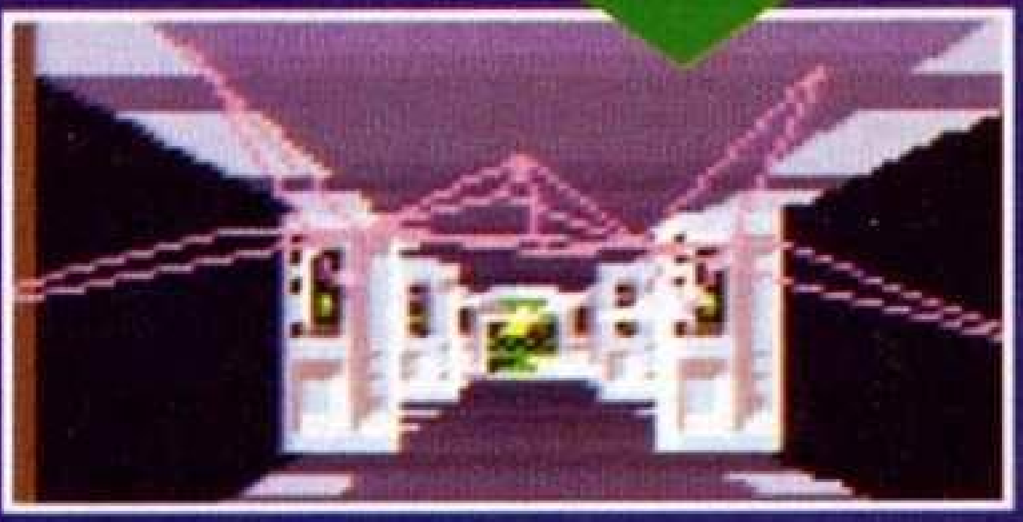
DATA: SCOOPS

Battle analysis showed weaknesses in the Arwing's ability to maintain energy levels. This has led to the instalment of scoops on all craft, that are able to grab additional energy from the debris of enemy units. To enable the ship to locate these sources, the ship's CPU presents them as a target circle on the display. Flying through these is equivalent to scooping energy at the central point of the energy matrix - and shield level is raised. The latest, highly classified customisation is the anti-matter shield. Picking up these symbols produces a flux of energy so vast as to remove the craft from this dimension, making it practically invincible. Naturally, the volatile nature of A-Matter mean this state is temporary.



SHIELD RE-ENERGISE

ANTI-MATTER SHIELD



AREA 2,3: TITANIA

SCENARIO: Retrieve this resource planet from the clutches of Andross' pillagers. Destroy the alien cold generator. Enter the base corridor to attack the controlling robot.

TERRAIN: Treacherous weather conditions compounded by rocky contours. The planet's natural cosmology is of extremely high temperatures, but intelligence reports artificial cooling equipment has been shipped there by the enemy. Surface is now approaching Absolute Zero.

ENEMY HARDWARE: Incredible and bizarre crab-like aliens have taken to the surface. Plenty of missile sites and barrages have been erected by invaders. Note: lots of weapon enhancers are stockpiled behind the barrages.

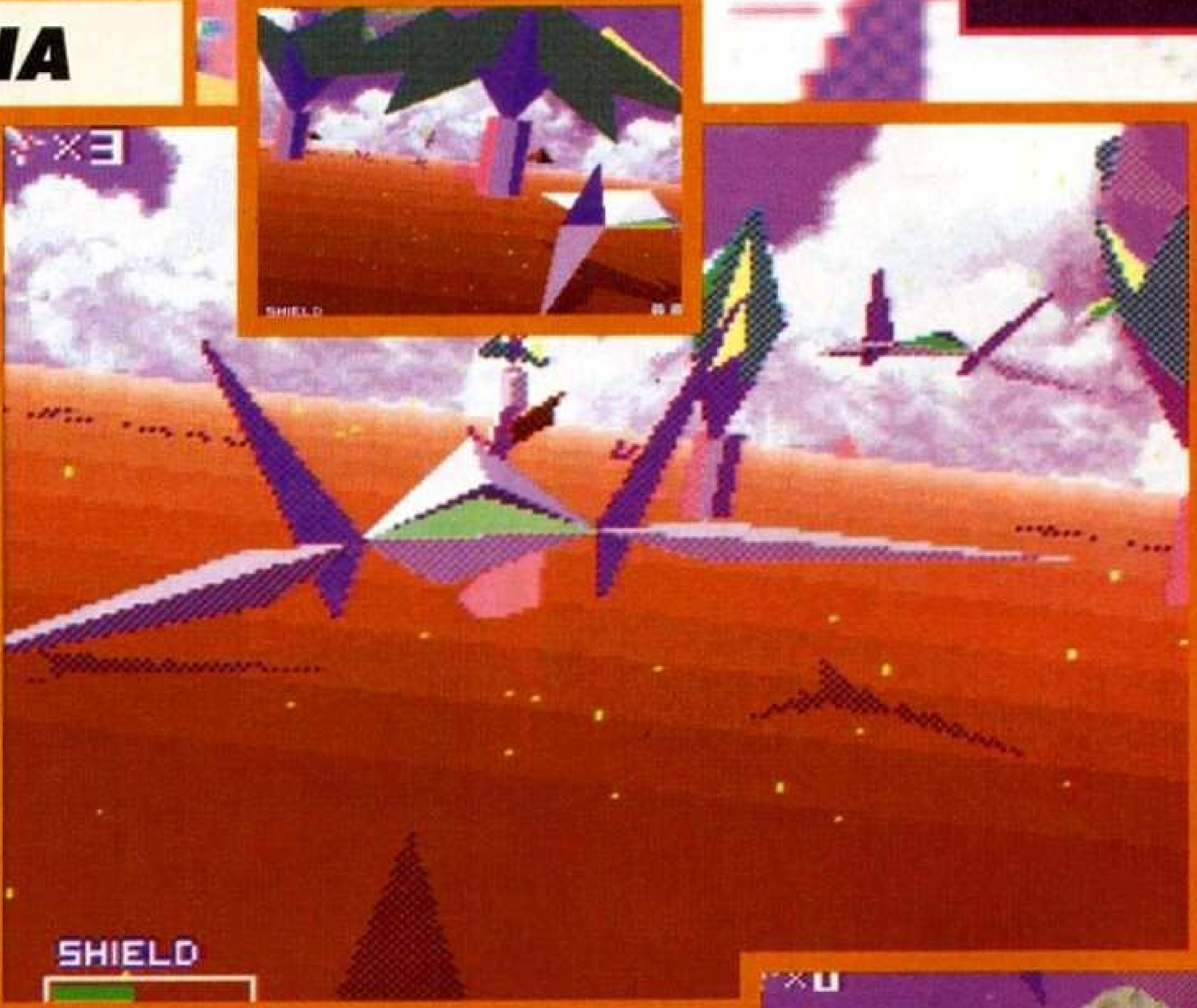
▼ Learn the true meaning of Flower Power, with Fortuna's bio-mechanoid defences.

AREA 3,3: FORTUNA

SCENARIO: Liberate the Earth-type planet from Andross' forces. Head for the Dragon cyborg located on the second continent.

TERRAIN: Verdant, organic area. Clear skies and a mixture of land and sea battle areas.

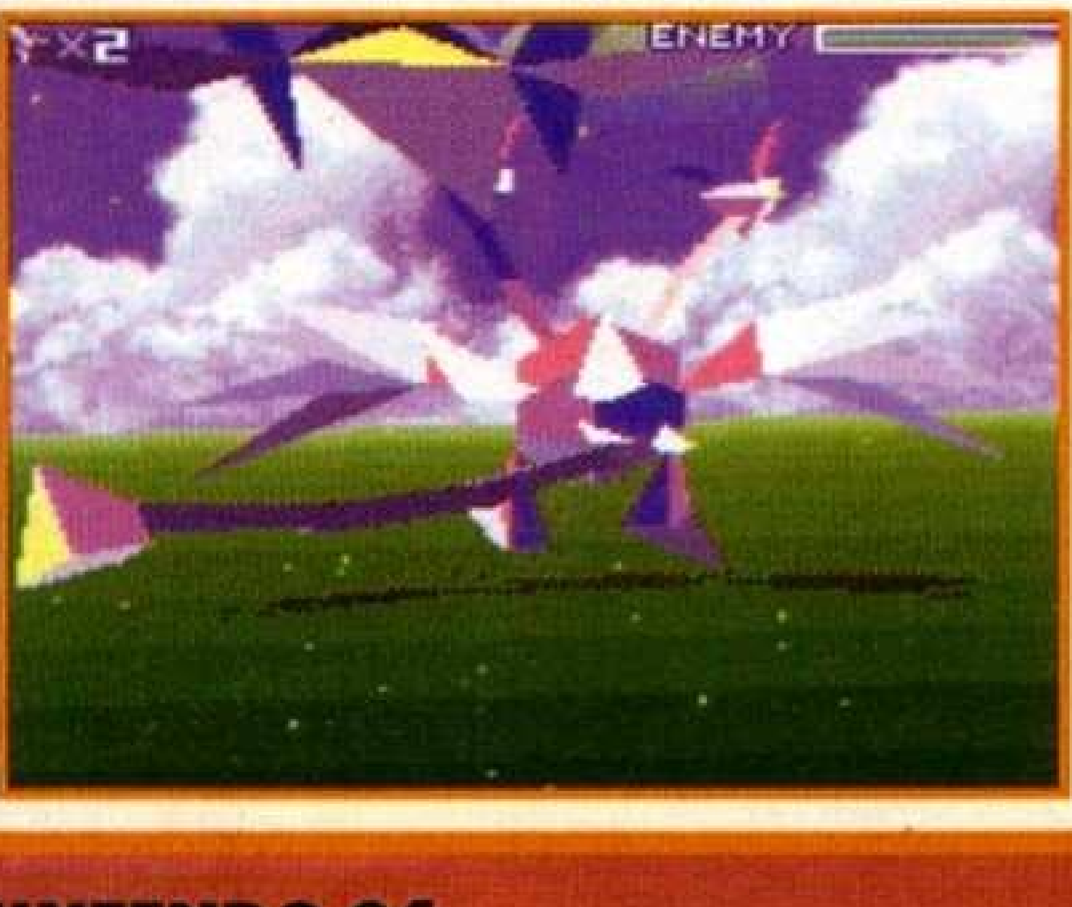
ENEMY HARDWARE: There is a massive build-up of bio-mechanoid hardware on Fortuna, that mimics indigenous species. Biomechanid flowers sprout and launch photons from their petals. The seas harbour robotic sea monsters and gull-like attack craft. Mayfly fighters cause massive damage with their double wings.



▲ Steady as she goes. Fortuna presents you with the most mind-blowing enemies so far. Ducks, hideous sea-monsters and dragons are lurking to cook Fox.

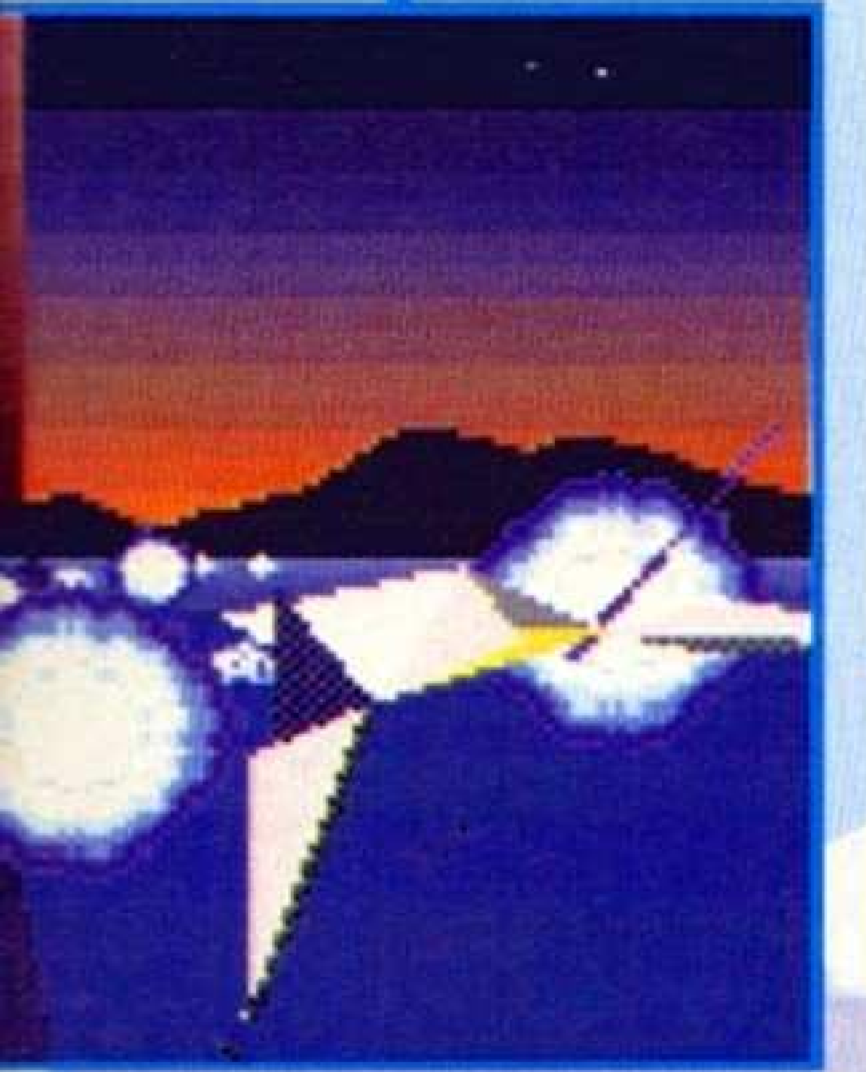
WARNING

MISSION TARGET: Dragon cyborg controls the invasion force. His impressive array of weapons and powers come from two heads and a huge prehensile tail. Avoid these appendages and aim for the rear area of the cyborg.



DON'T EVEN THINK ABOUT IT...

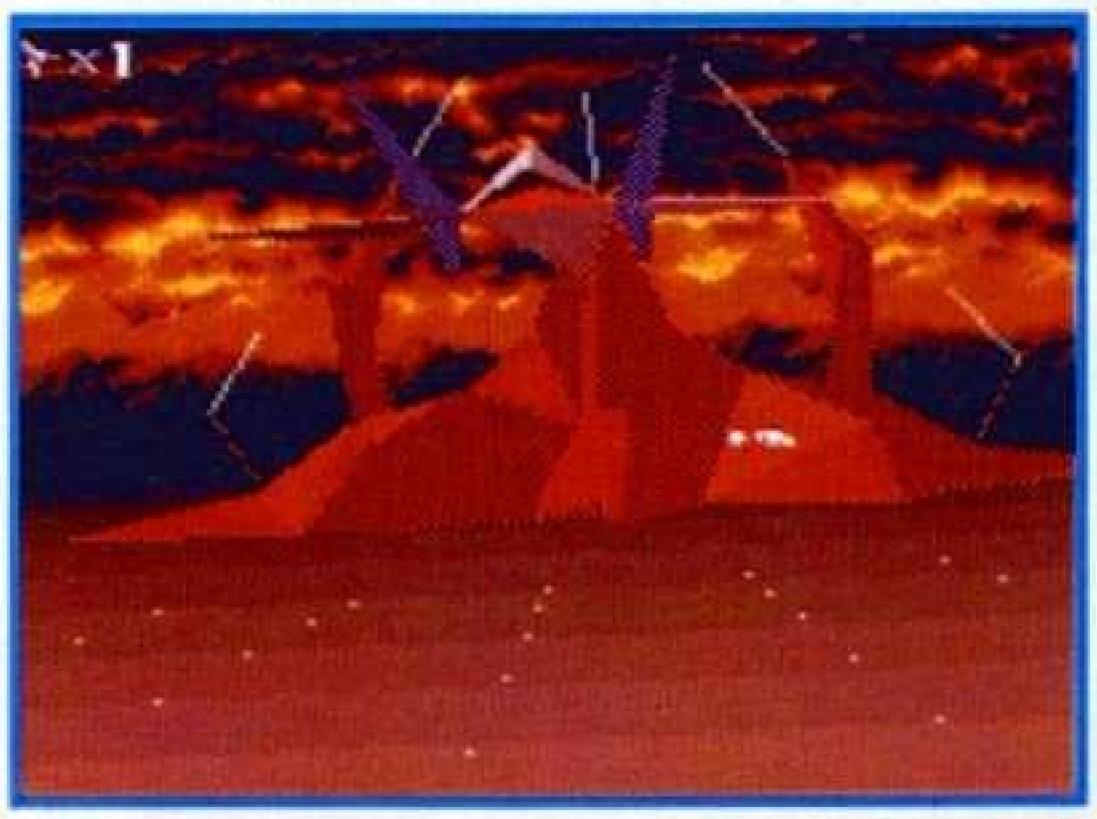
Forget about buying an imported Star Fox cart for your UK Super NES because it won't work, even with adaptors. The only thing you get to enjoy is the pretty music on the intro, but no graphics.



▲ The tense final approach on Titania, as the bizarre Professor Hangar takes off along the massive Highway of Doom.

WARNING

MISSION TARGET: The controlling robot Professor Hangar hides in a massive base and retreats down a massive corridor, firing missiles as a rearguard action. Intelligence reports him to be a weak adversary.

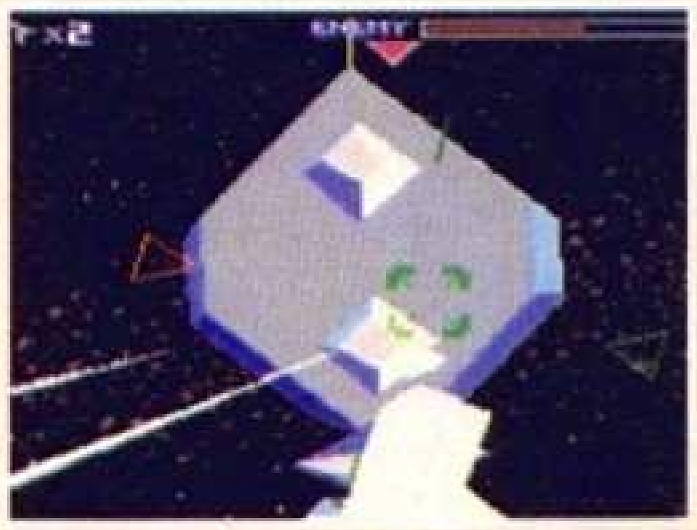


AREA 2,2: SPACE STATION

SCENARIO: Sabotage the building of Andross' deep-space base and disable his rock-crushing equipment.

TERRAIN: Hazardous environment caused by free-floating girders. Alleys formed of steel columns must be traversed. The rock crusher lies behind an awesome matrix of crisscrossing steel shapes.

ENEMY HARDWARE: The base affords a hold for fixed missile emplacements, and drop ships lay photons directly in your path. But, generally the base structures cause the bigger problems.

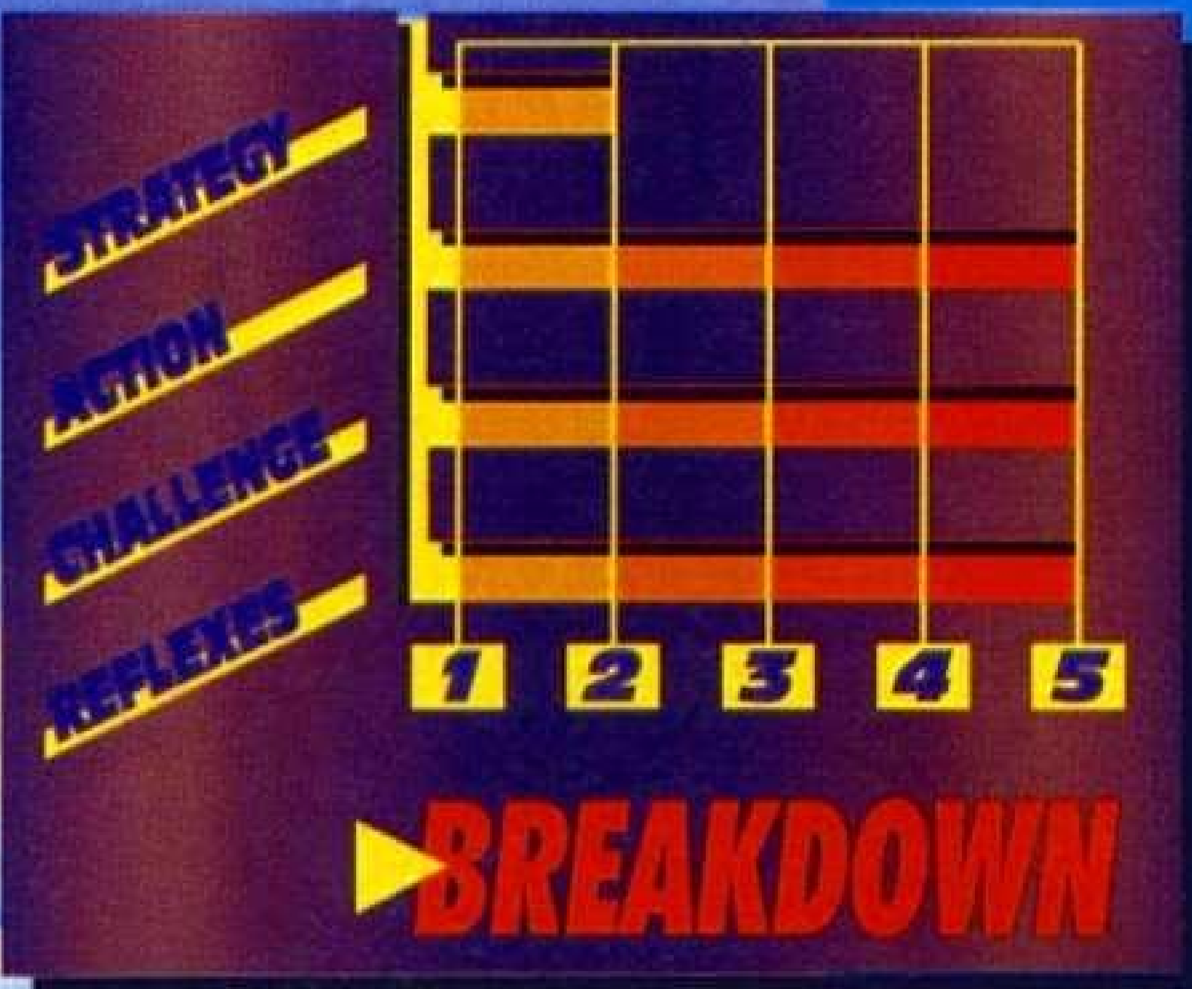


MISSION TARGET: Rock crusher - behaves the same as one in Quad 1, Sec 2.

CLASSIFIED DATA!

Star Fox is the first Super Nintendo cartridge to be fitted with the stunning new hardware chip, commonly known as the Super FX chip. It is this which allows the amazing high-speed polygon scaling and rotation effects, previously unavailable on all but expensive arcade cabinets. Also, problems of slowdown are entirely eliminated. The workings of the chip remain secret, but it appears to use the extra pins on the machine/cartridge connector that other games do not. There is no news yet of the next game featuring this wonder. Let's hope it's soon.

RATINGS



PRESENTATION

▲ Lavish and also thoughtful in little ways: there is the amazing scramble sequence, the end of level scenes and the idea of being part of a team.

▼ You can't cut past the intro sequences.

94

GRAPHICS

▲ Incredible (in the freshest, most gob-smacked sense). The fastest, smoothest, most detailed 3-D ever seen on a home console. Amazing use of rotation and colour.

95

SOUND

▲ The best of the music is a booming orchestral backdrop to the epic action that begs to be listened in Dolby Surround - at the local Odeon. You MUST put it through your stereo.

91

PLAYABILITY

▲ No one ever plays a game on Star Fox - they feel compelled to have a session. The hook is instant, due to the flawlessly smooth action, and the constant challenge of each moment of each level.

96

LASTABILITY

▲ A near-perfect difficulty gradient encourages you to play on, and you will gradually get through each new level. But progress into the deepest recesses of the game is jealously guarded to ensure weeks of playing.

94

OVERALL

The stunning, the staggeringly smart Star Fox; set to become an industry standard for excellence - and a player's standard for FUN.

96

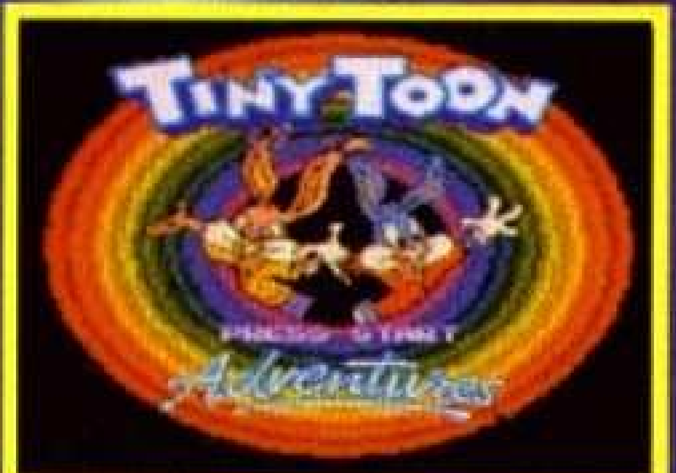
REVIEW

SUPER NES

1 PLAYER

8 MEG

PLT GAME



PRICE:TBA
BY:KONAMI

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

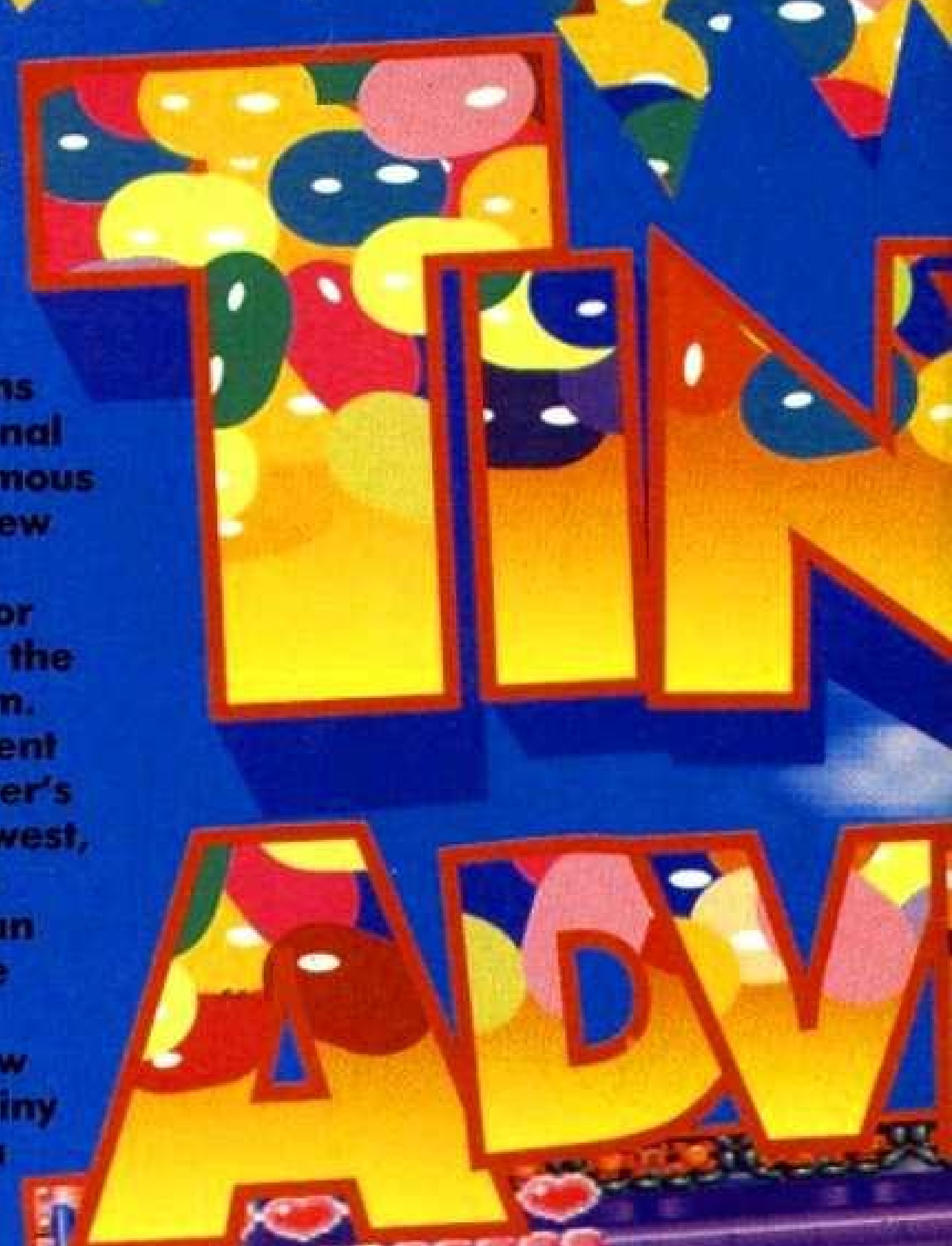
CONTINUES
INFINITE

SKILL LEVELS
TWO

RESPONSIVENESS
EXCELLENT

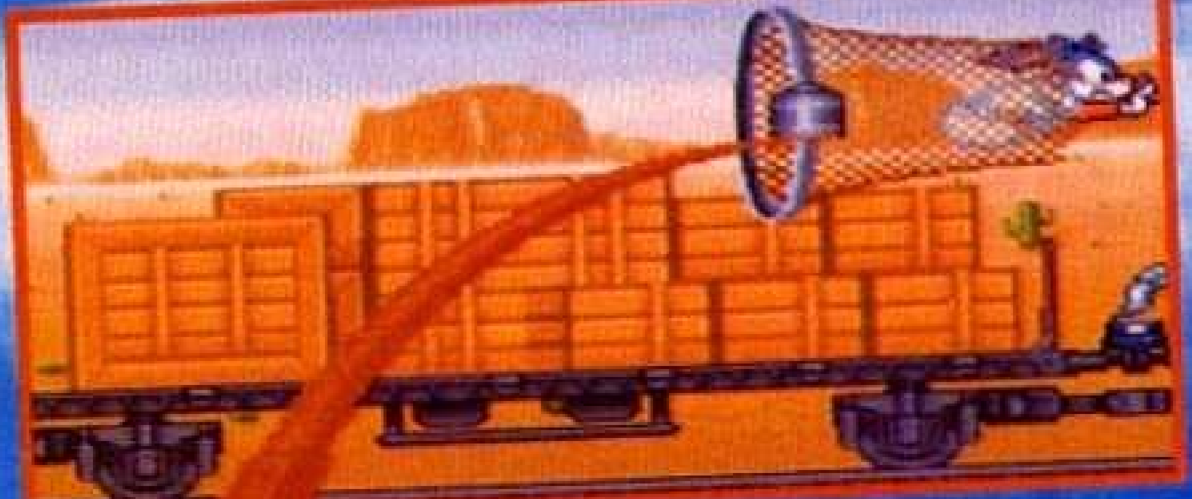
1ST DAY SCORE
Reached the third level.

ORIGIN
Having bought the rights to produce a series of cartoons based around the Looney Tunes characters, Steven Spielberg duly released an award-winning spin-off called Tiny Toons. The series features younger relatives of such famous characters as Bugs Bunny and Daffy Duck, including Plucky Duck and Buster Bunny. This is their story...

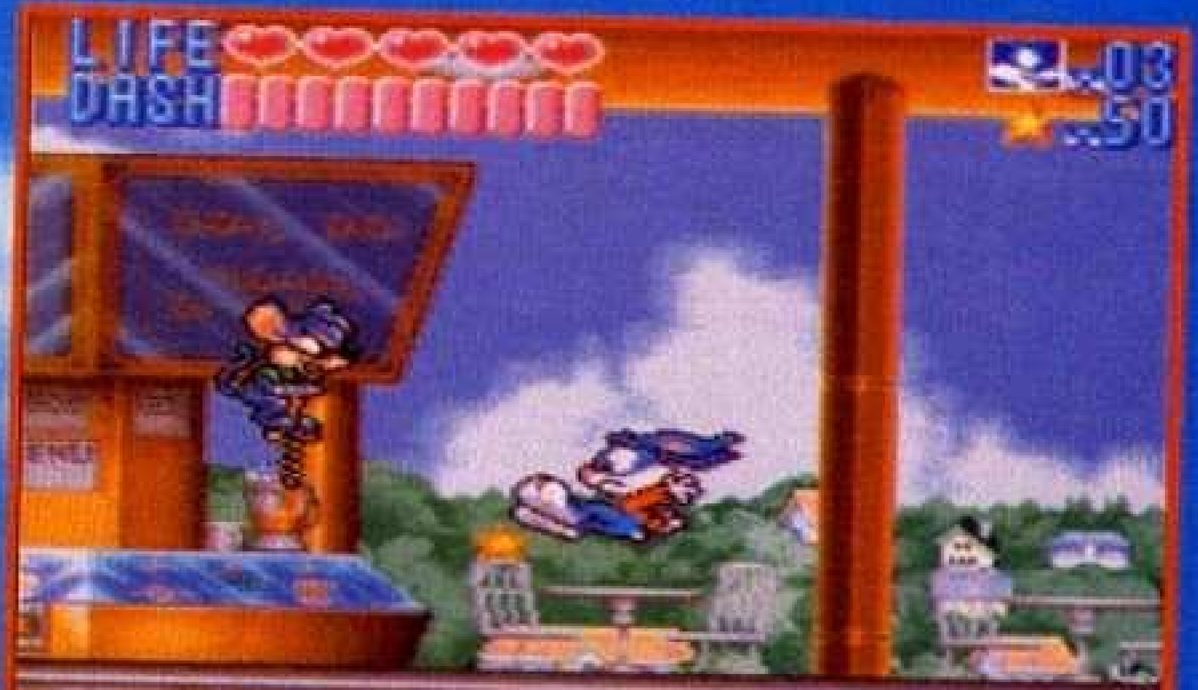


Spare a thought for the stars of years of successful cartoon series, and to the ones that have fallen foul to some of the cruelest gags mankind has ever created. When you're subject to the imaginative whims of a half-crazed cartoonist, life is never easy - just watch a Road Runner flick to see what we mean! This tradition of violent death (whether it be by a huge weight or a fast-moving train) has also made it to the home of the Tiny Toons - the ACME Looniversity! Of this particular educational establishment, Buster Bunny, the nephew of the famous Bugs, and his sister Babs are the most promising new students.

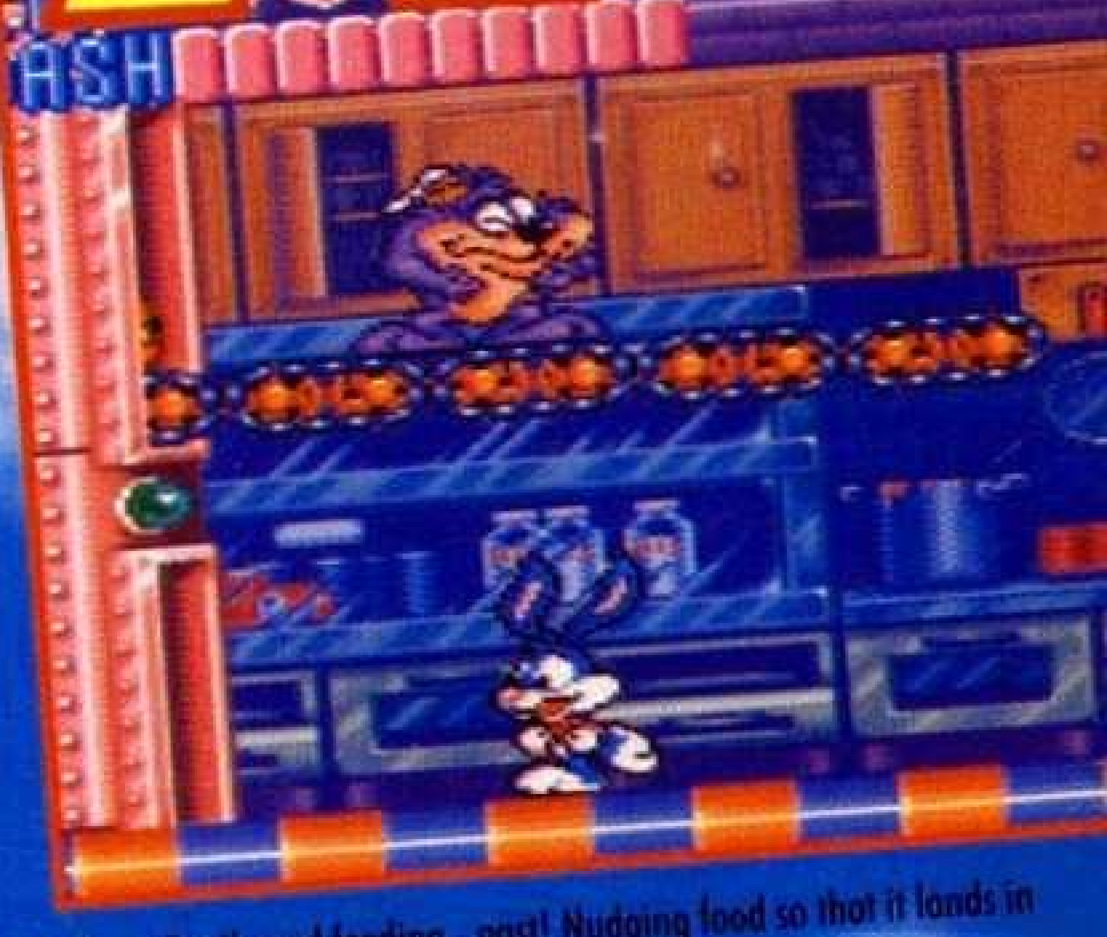
Then, one fine day, Buster discovers, to his horror that the evil Montana Max is planning to take over the world and there seems no apparent way to stop him. So, after much deliberation, Buster sets out to prevent Max from seeing his plans through. Under the player's control, Buster high-tails his way through the wild west, spooks through a ghostly mansion, and even takes time-out to score a touchdown for the local American Football team. Konami's Super NES portrayal of the Toons places many new platform-type challenges before the games-player and adds a number of new ideas to the traditional platform theme. Have the Tiny Toons learned enough at the Looniversity to raise a smile and defeat Max? That's where you come in...



Whilst scurrying across the speeding mail train, Buster gets caught in one of the many sack-holding nets lining the track.



Buster puts both his best feet forward in best Kriss Kross fashion.



Dizzy Devil need feeding - gasp! Nudging food so that it lands in his gob is the only way to get past this whirling dervish.

STAR TURNS

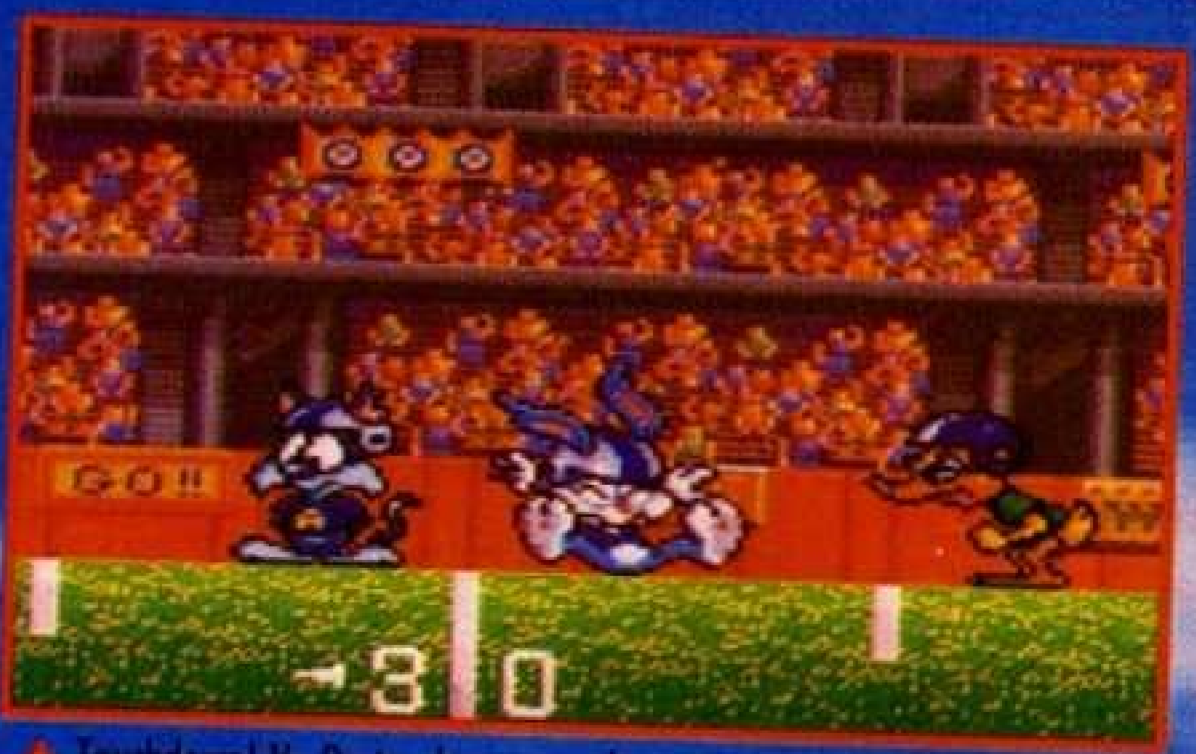
Buster's method of dealing with the opposition is to kick them squarely in the face! Every foe Buster footsies leaves behind a golden star. If Buster collects a hundred of these he receives an extra life. Now you can't say fairer than that.

How To Control Pushing LEFT/RIGHT on the D-pad causes Buster to walk in those directions. Pushing DOWN causes Buster to duck and pushing UP makes him climb.

A	No function.	X	Attack.
B	Jump.	Y	Attack.
L/R	Dash.	S	**START:** Pause. **SELECT:** No function.

How To Play Buster explores the Tiny Toon world, killing enemies with his huge hind-paws as he goes, in his quest to find Montana Max. Along the way, Buster is required to dash up walls, make the most of bonus stages, and rely on every platforming skill the player musters.

Y TOON
ENTURES

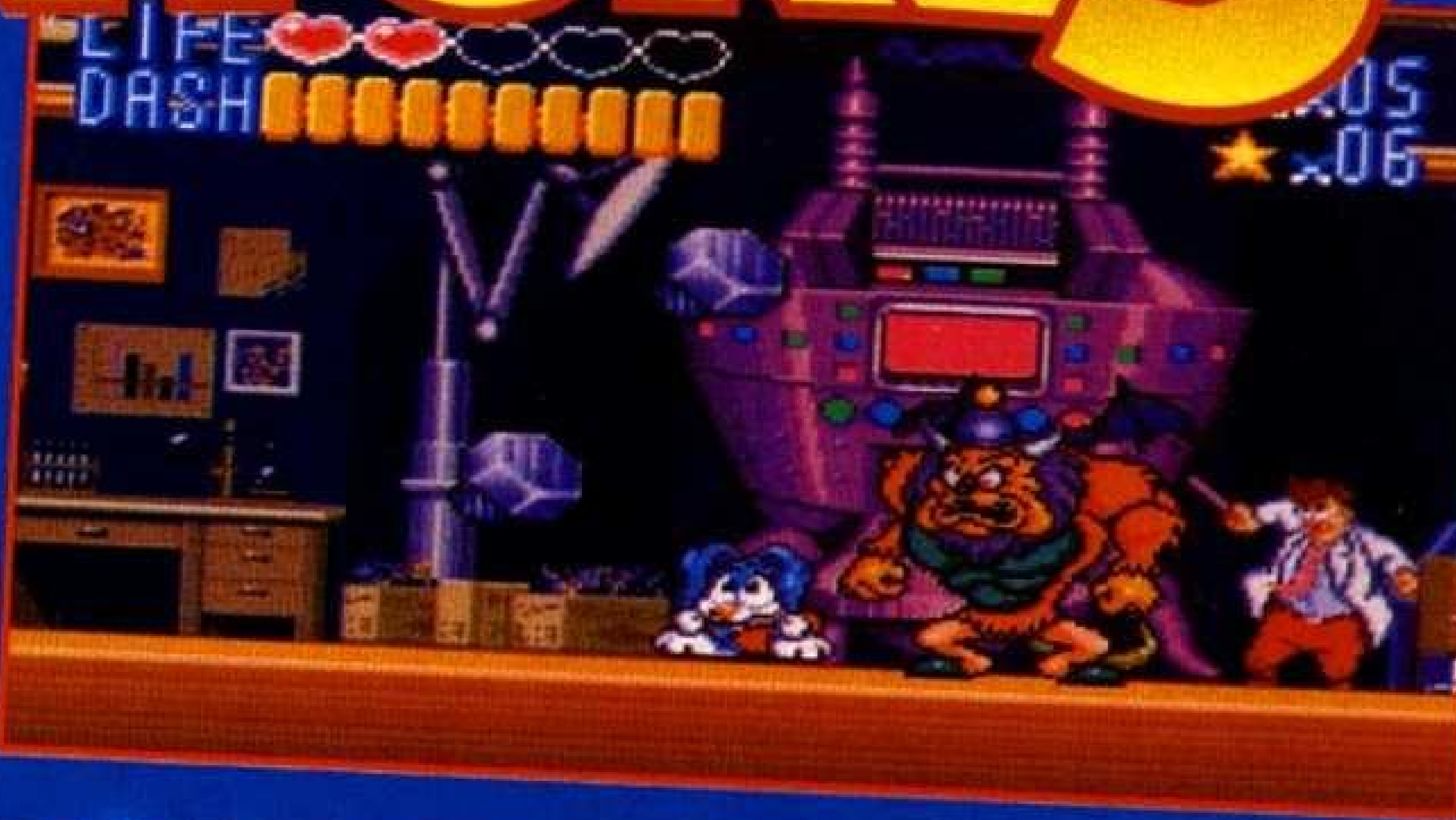


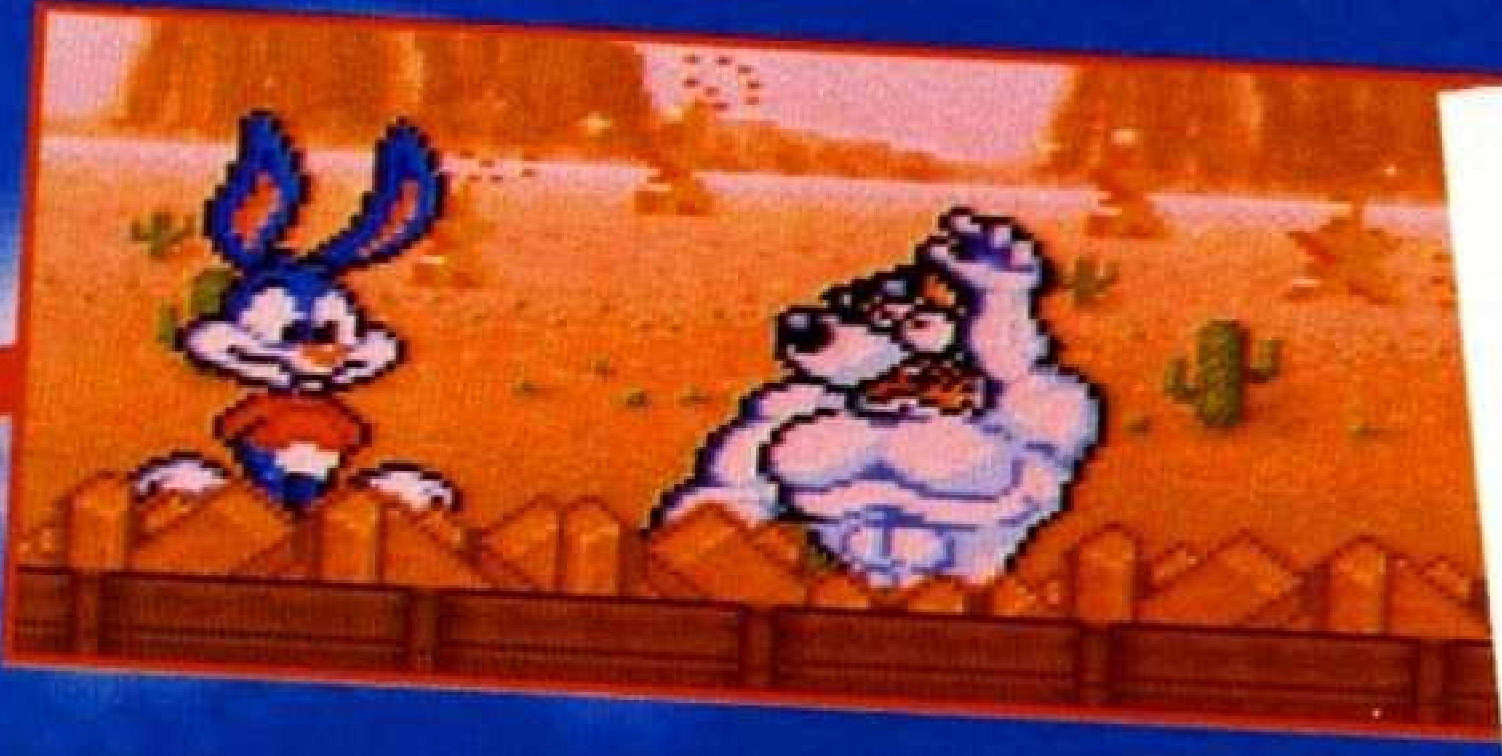
▲ Touchdown! No Buster, keep away from that duck's bum (obscure and off the wall captions 1993 - 1 in a series of 300).

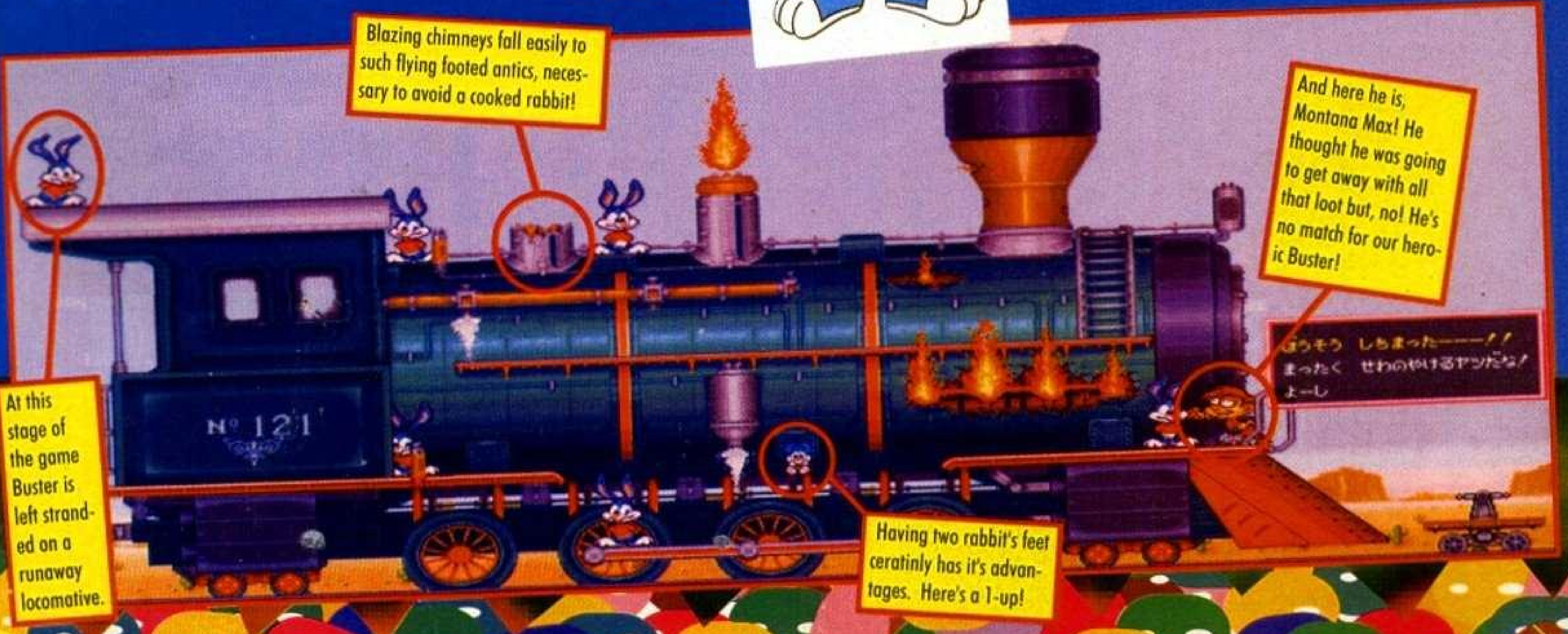
COMMENT

PAUL

Konami are certainly proving themselves as the Kings of the Super NES at the moment. Here is another addition to their line of reputable software house and it is crammed with exciting features. From start to finish there isn't a dull moment as every one of the six stages provides delight upon delight to dazzle and amaze. The control over Buster takes a short while to master but from then on it's deep joy throughout the game. Some of the features are hardly necessary but make welcome additions to the presentation of the game. For example, in the first section of the wild west stage, Buster has to join in a skipping game with two young mice and can't pass until he successfully skips ten times. Truly, if there were ever a dictionary of games compiled and the word variety defined inside, it would read "see Tiny Toon Adventures!" Of course the graphics and sounds are of the highest possible standard, the wonders of which I suggest you all sample for yourselves! It's all so mightily impressive that one wonders what Konami have planned for us next and I can't wait to see!







ほうそう しちまった———！！
まったく せわのやけるヤツだな！
よーし

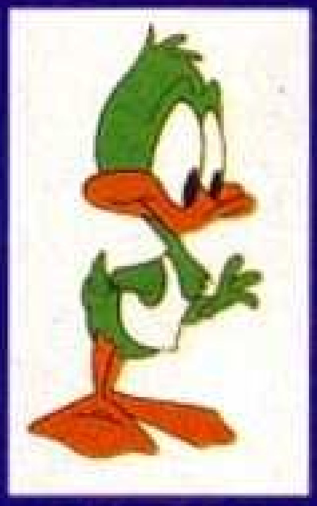
Blazing chimneys fall easily to such flying footed antics, necessary to avoid a cooked rabbit!

And here he is, Montana Max! He thought he was going to get away with all that loot but, no! He's no match for our heroic Buster!

At this stage of the game Buster is left stranded on a runaway locomotive.

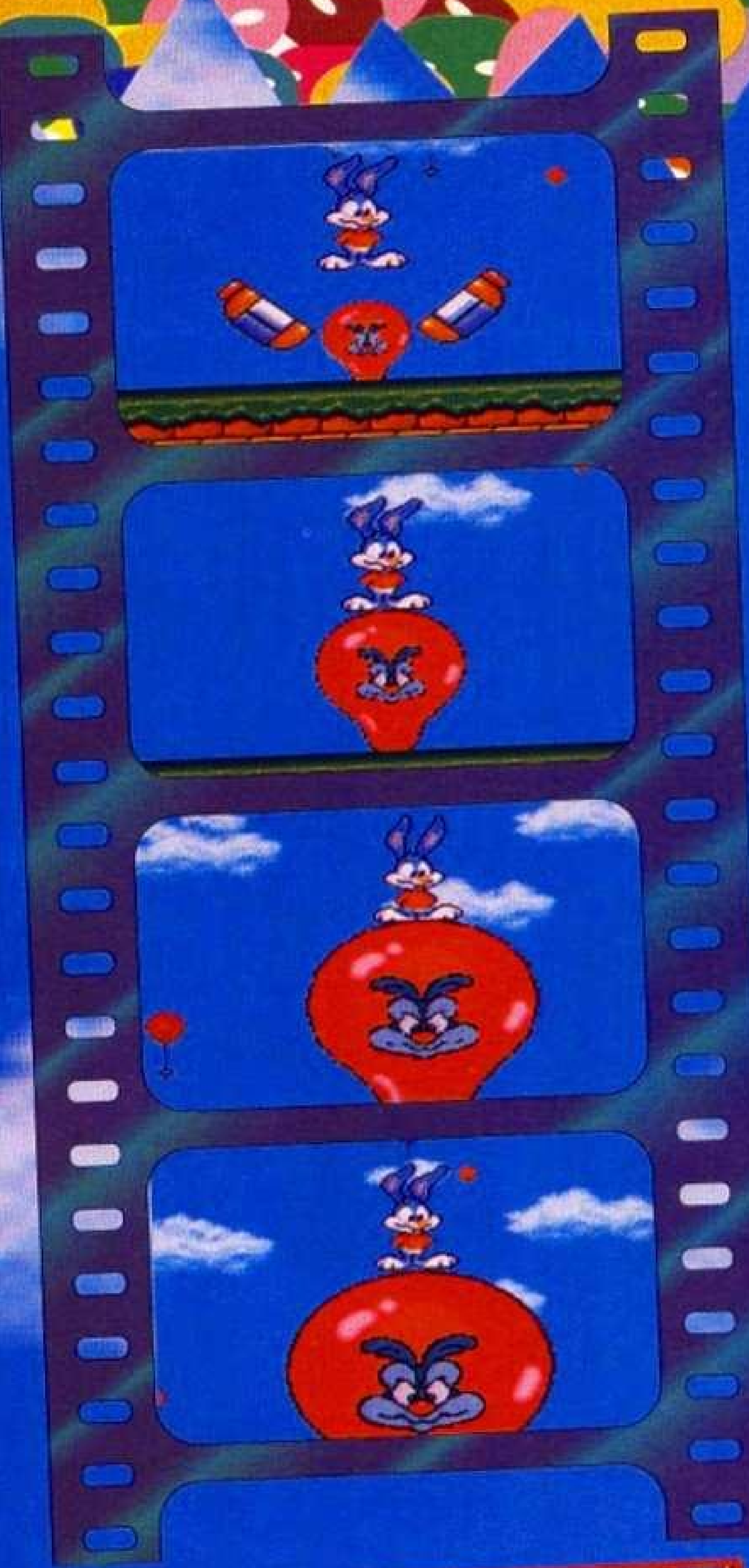
Having two rabbit's feet ceratinly has it's advantages. Here's a 1-up!

COMMENT



STEVE

Just when platform games were getting staler than last week's croissants, along come Konami and breathe new life into what was becoming a tedious genre. Tiny Toons adventure is quite simply THE best platformer available at the moment, and contains all the best elements of past platform classics. Buster is one of the most versatile little characters I have ever controlled, and in between his Sonic-style dashing and unusual head-kicking antics, he still finds time to amuse with a series of small touches. The variety isn't just limited to the gameplay either. Although setting a game in different themed worlds is nothing new, the combination of ideas such as the wild west and runaway trains is brilliant and works perfectly. As far as I'm concerned, this is one of the best games I have played on the Super NES. It has variety, lasting appeal, and a wealth of hidden extras just waiting to be found. If I were you, I'd 'Toon' in straight away.



Captain Cash escapes with the News Of The World's money for the poor...

×04
CPU
CPU
CPU
CPU
ACME

03
BINGO
FREE

Yip yap, yip yap, bunny bunny - ah, where are Chas and Dave now?

TIME
54
BEST
HELP ME!

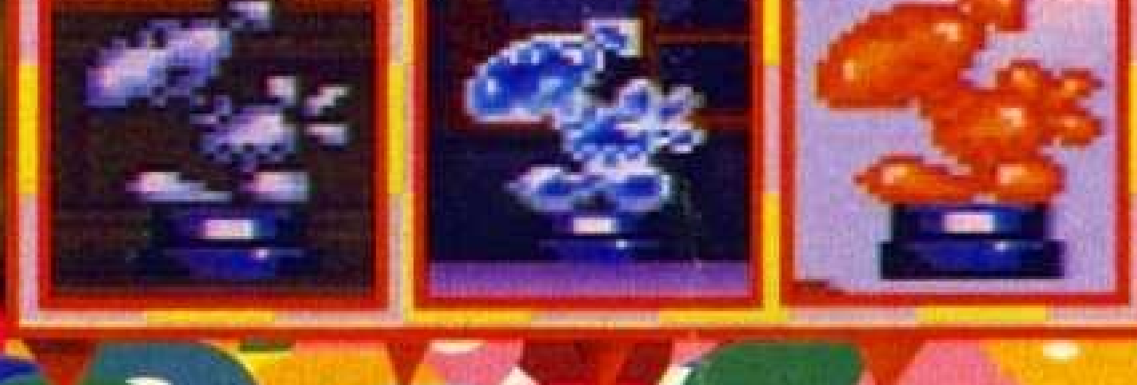
ICON-A-GOGO

Taking the form of miniature statues, Gogo Dodo provides Buster with super powers. Even if he isn't quite as well-animated as his co-stars, his icons are just as handy at helping Buster reach all the right places.

Silver: Provides optimum dashing ability.

Blue: Destroys everything on screen.

Gold: Makes Buster invincible for a while.



BONUS BUNNY BONANZA

Whenever Buster successfully completes a level, the player is treated to a Wheel Of Fortune-style bonus stage which features one of the five Tiny Toon characters. Buster and Babs Bunny spin the wheel and then it's up to the player to stop it. The following bonus section depends on whose face is topmost when the wheel comes to a rest. The prize for such spinning japery? An extra life or more.

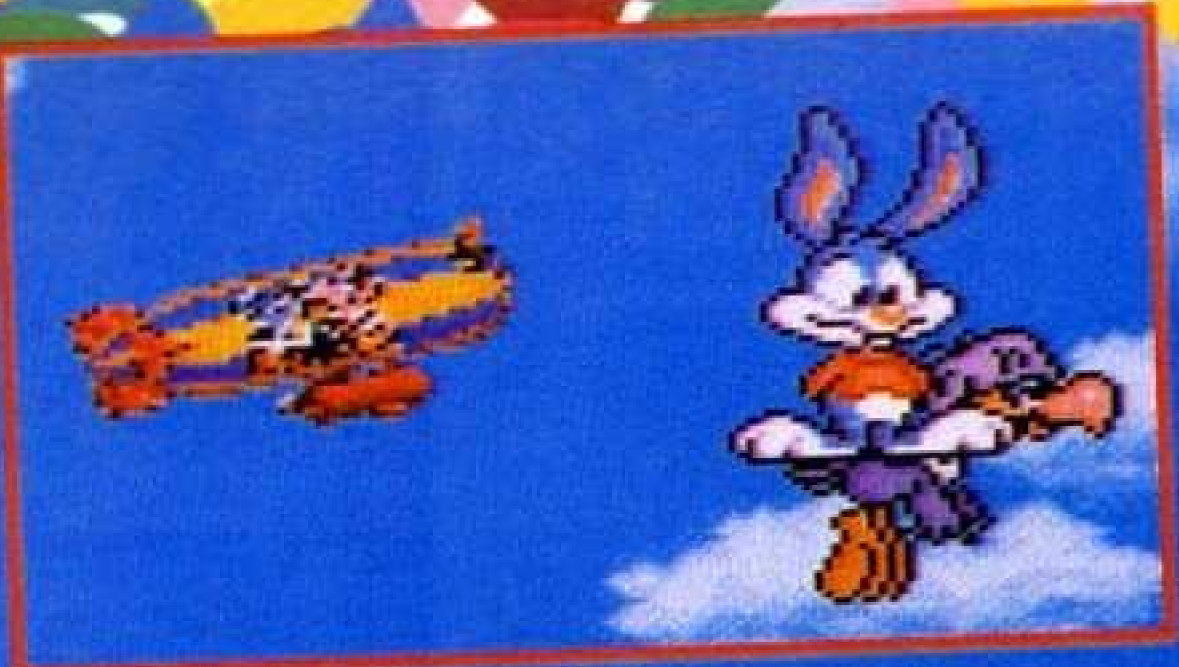
Sweetie: Sweetie's little side-show is a strange kind of weighing game in which the contestant chooses the order in weight of five Toons. Sweetie then chooses five of her own. The five pairs are then weighed on a giant set of scales and whoever's side is the heaviest wins.

Plucky Duck: Grrr! This one isn't fair! The stupid duck fiddles around with his bingo balls and then it's just the luck of the draw to see whether or not the pictures on the cards match up.

Furrball: The Looniversity squash court. Enter Furrball, he's always good for a laugh, poor soul. With racket in hand, Furrball attempts to knock up as many extra lives as possible by banging away with his squash racquet Luckily, the staff toilets are situated on either side of the court and desperate teachers run back and forth to use them, allowing Furrball further bonuses for thwacking them with the ball!

Babs Bunny: The Tiny Toons have inexplicably been trapped inside the Looniversity's lockers. Babs' job is to set them free whilst avoiding the attention of dangerous characters such as Elmyra, that sickeningly oh-so-cute girlie, and Dizzy Devil. Buster recieves an extra chance for each Toon released.

Hamton Pig: Greedy Hamton's stomach is rumbling! Help him collect the apples and avoid the trappings of the puzzle board as it changes beneath his feet.

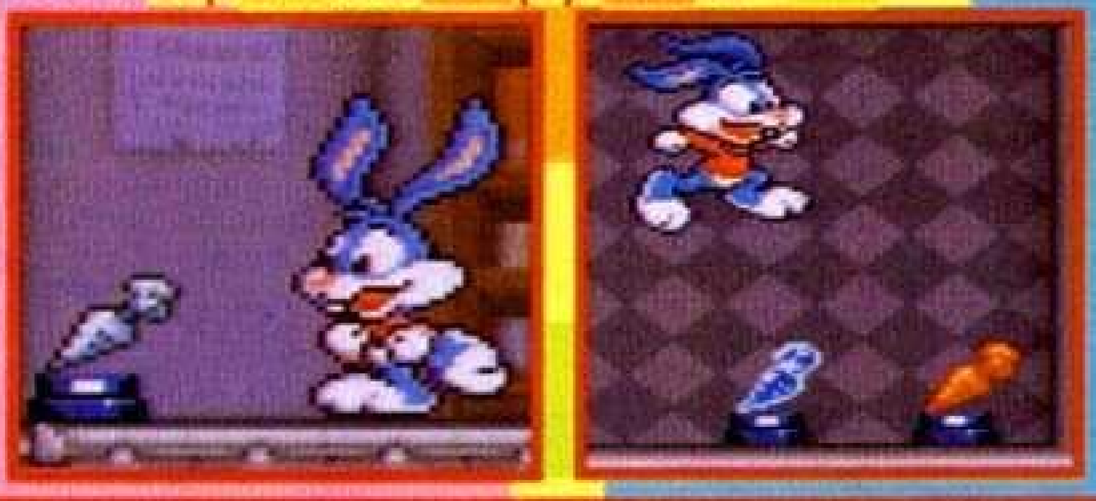


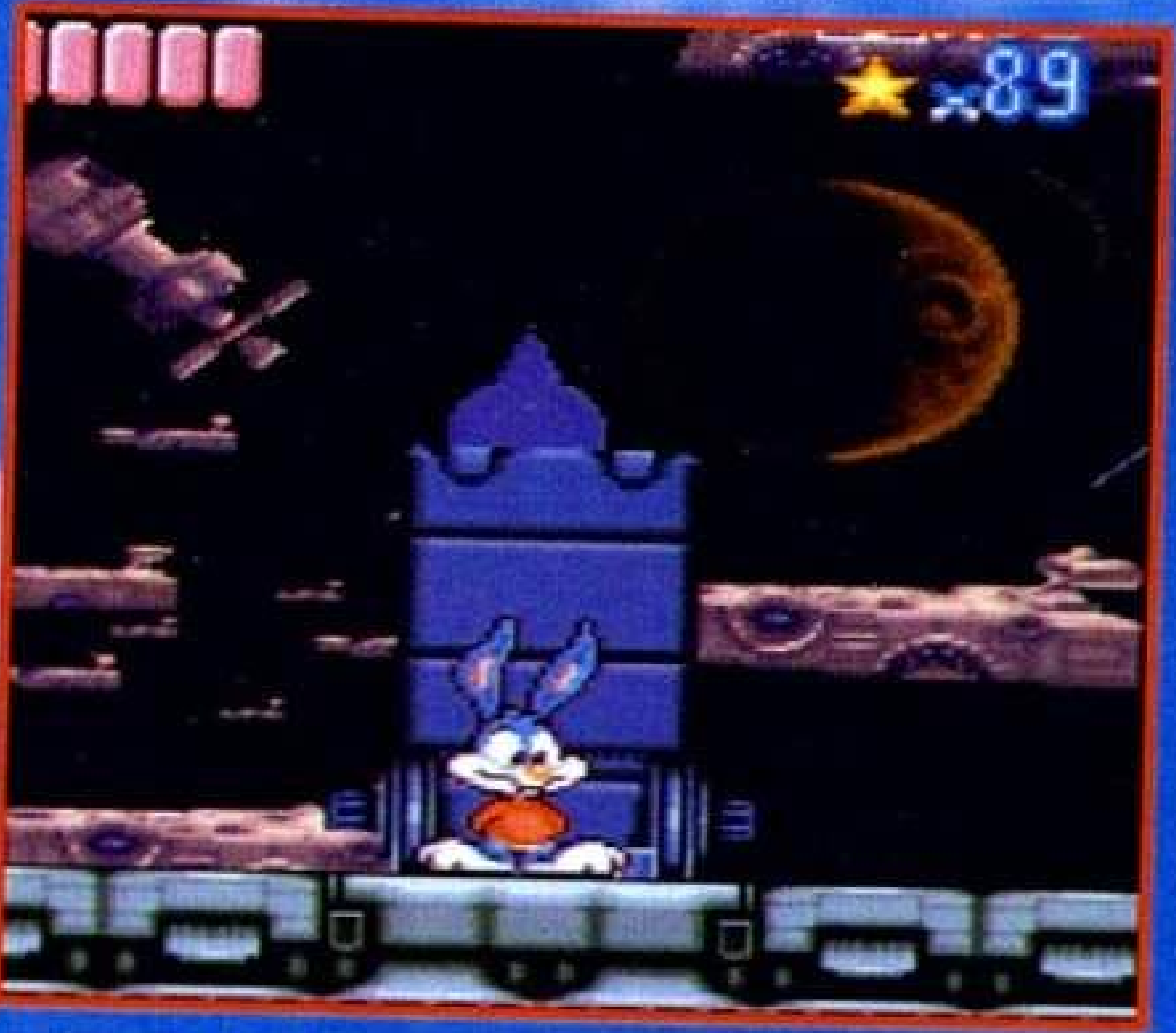
▲ Hare-borne fun as Buster scabs a lift from a passing vulture.

CHOMP CHOMP

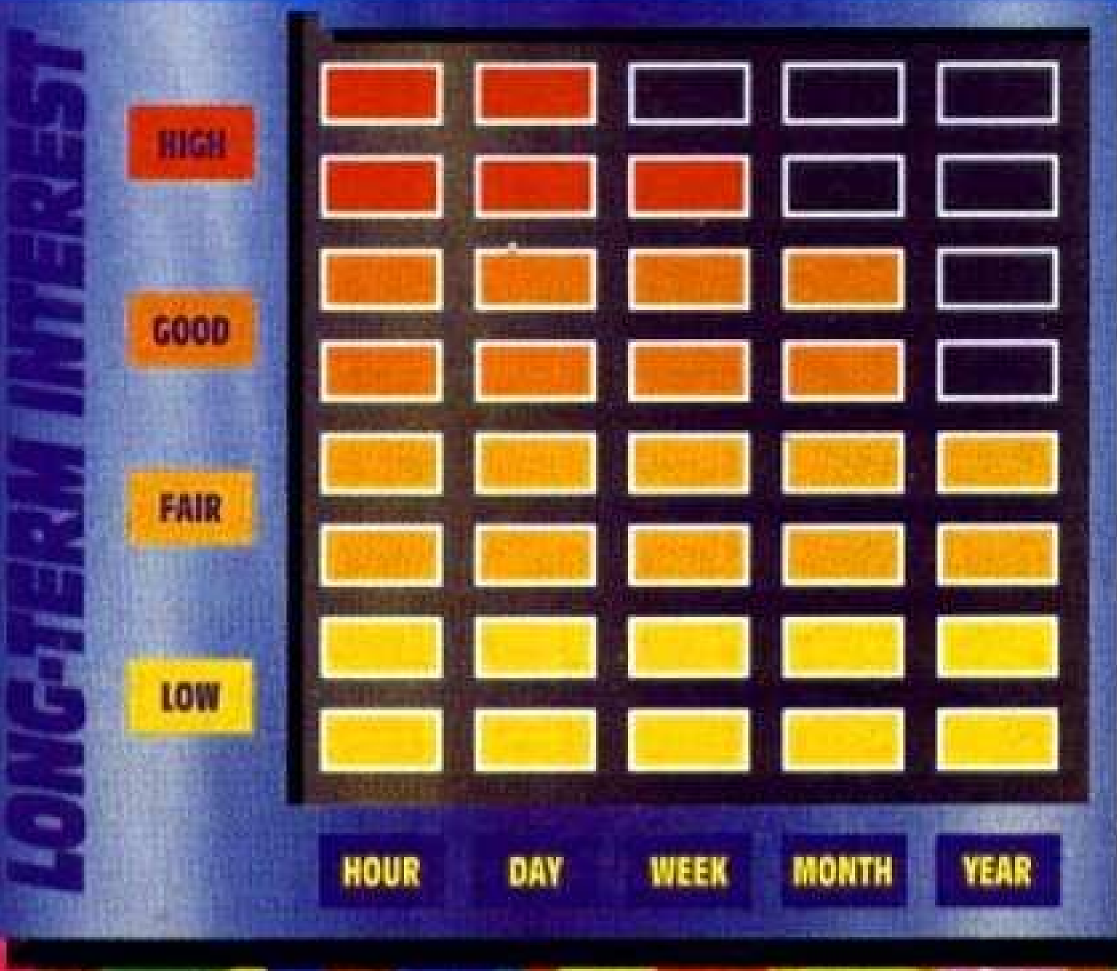
It would seem that young Buster has certainly taken onboard a few personality traits of his famed Uncle Bugs. To complement his in-bred talent for cheek, the youngster has also taken to chomping on carrots. Not only is this good for his teeth, but the carrots Buster nibbles also endow him with a series of beneficial powers. There are four colours of rustic root in Toon Land, each with a different nutritional value.

Silver: Replaces one heart.
Blue: Provides Buster with an extra heart.
Gold: Replenish all empty hearts.

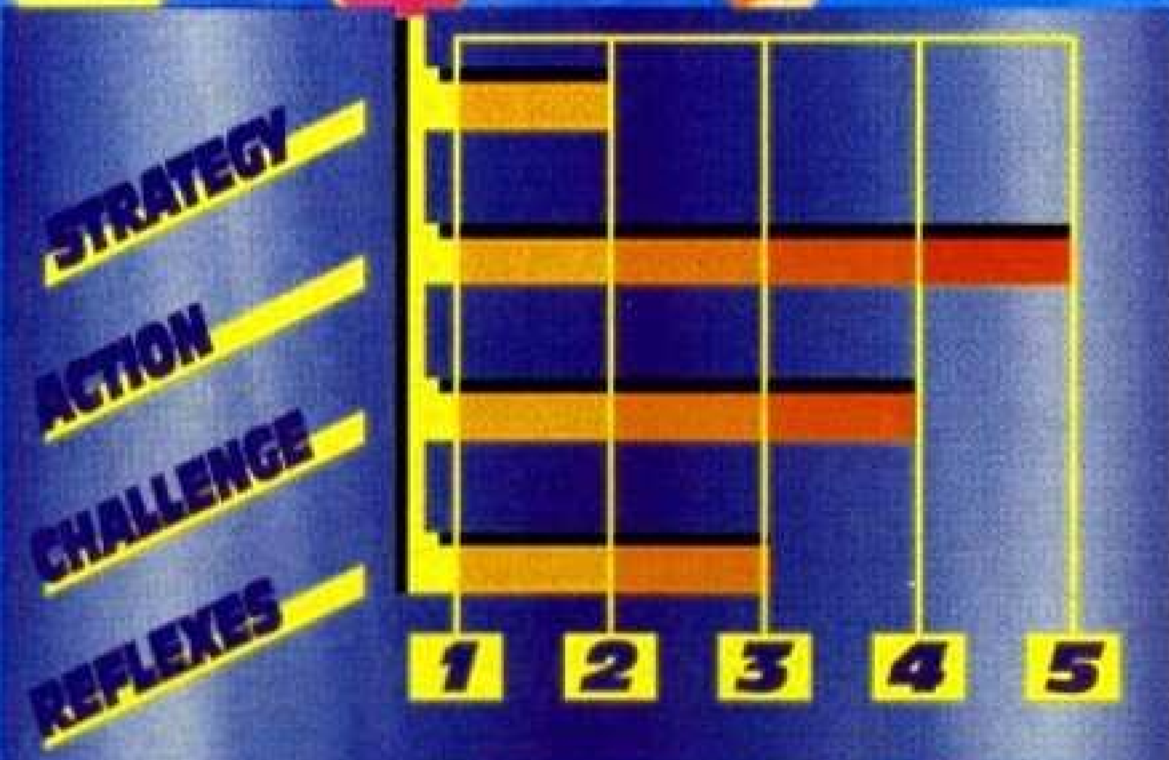




▲ Space. The final front ear - where no bunny has gone before.



RATINGS



▶BREAKDOWN

PRESENTATION

96

▲ An instantly recognisable intro sequence is accompanied by an excellent tune - the first of many.

GRAPHICS

95

▲ The sprites represent their cartoon relations perfectly and, when placed inside a beautifully-depicted series of locations and cast members, the graphics are near perfect.

SOUND

93

▲ The sounds match up to the high standards set by the graphics with crystal-clear samples behind lively variations on the Tiny Toons' theme tune.

LASTABILITY

87

▲ Six long stages with five bonus stages to enjoy provide a varied package.
▼ The easiest of the two games is, naturally, quite easy to complete.

PLAYABILITY

93

▲ Tiny Toons is exciting, amusing, rewarding and very compelling.
▼ Some sections of the game are require pixel-perfect control and may cause frustration.

OVERALL

Tiny Toons provides a wealth of variety, fun and excitement. A virtually faultless adaptation of the Tiny Toons theme that's just too good to miss!

93

REVIEW

GAMEBOY

1 PLAYER

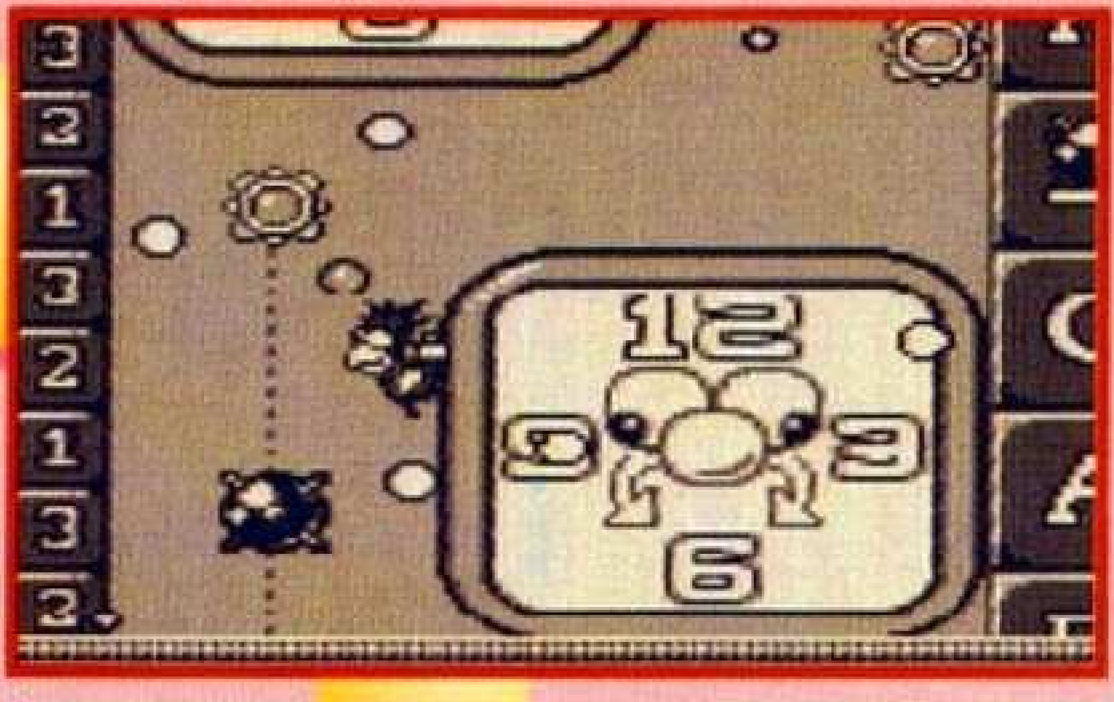
1 MEG

PLT GAME

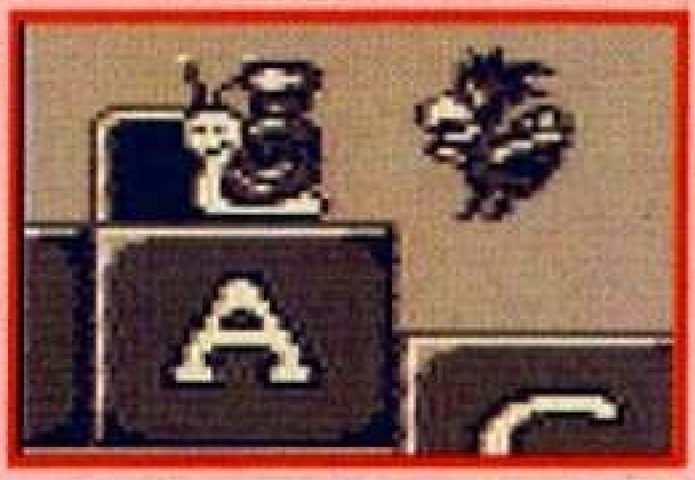
ALFRED CHICKEN™
PRESS START

PRICE:£24.99
BY:MINDSCAPE

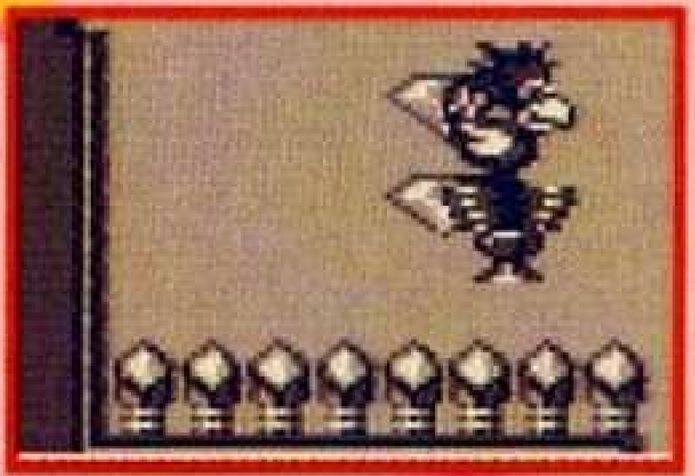
RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
HARD
CONTINUES
0
SKILL LEVELS
1
RESPONSIVENESS
VERY GOOD
1ST DAY SCORE
Complete first five levels.
ORIGIN
An all-new platform/puzzle adventure based around the exploits of a chicken.

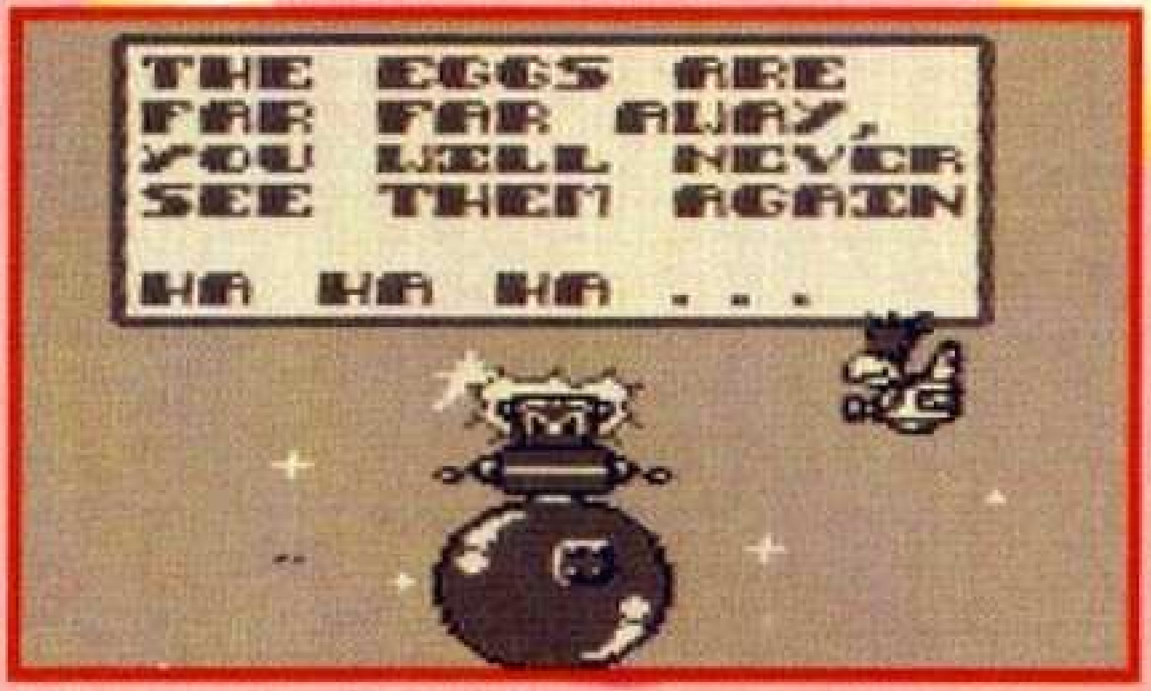


▲ Got the time on you cock? Ho ho ho!



▲ Brian from the Magic Roundabout shows up.





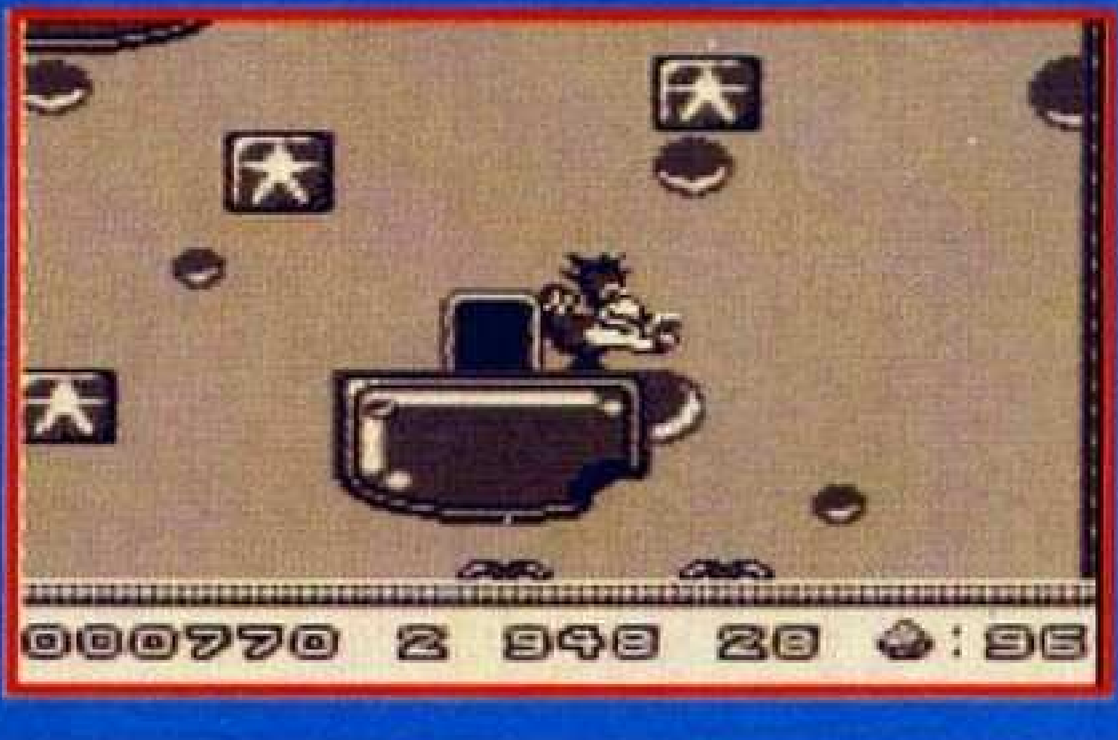
THE EGGS ARE
FAR FAR AWAY,
YOU WILL NEVER
SEE THEM AGAIN

HA HA HA . . .

ALFRED C

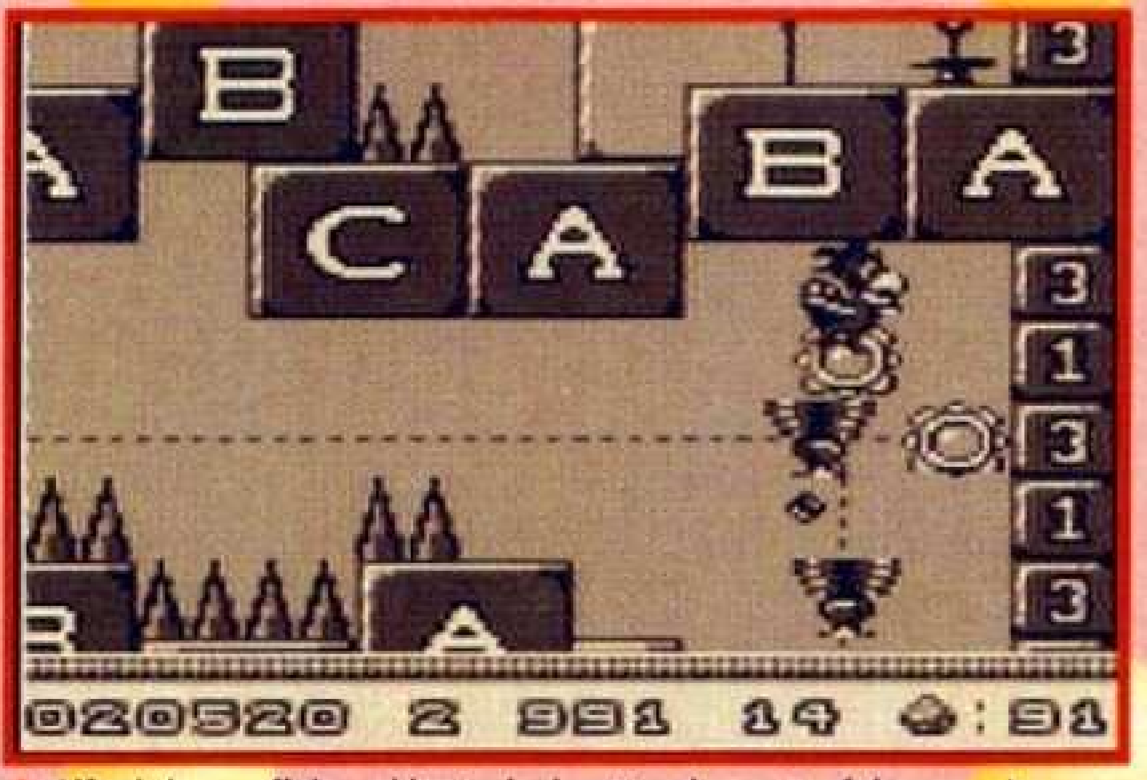
Tesco, eh? First they send Dudley Moore on a "hilarious" trip around the world searching for some chickens, before packing poor old Alfred Chicken off to find some eggs! Not only this, but our fine-feathered friend has slightly more to contend with than buying some cheese and stuff along the way - the eggs are actually in the possession of a deadly race of clockwork people! Still, like Dud's, Alfred's last couple of movie sequels did so badly at the box office, he has no choice but to sharpen his magic beak and set off into the wide blue yonder.

But of course, the Clockwork People aren't about to make things easy for our adventurer, and have concealed their horde of eggs in a huge trap-filled complex populated by the most threatening guards clockwork technology can muster (mostly mice and snails funnily enough). However, the mechanical ones have made one fatal error - leaving balloons lying around the place. By collecting enough of these helium-filled lovelies Alfred flies one step closer to reunion with as-yet-unhatched chicks (and the future dinners of a thousand free-range fans no doubt).

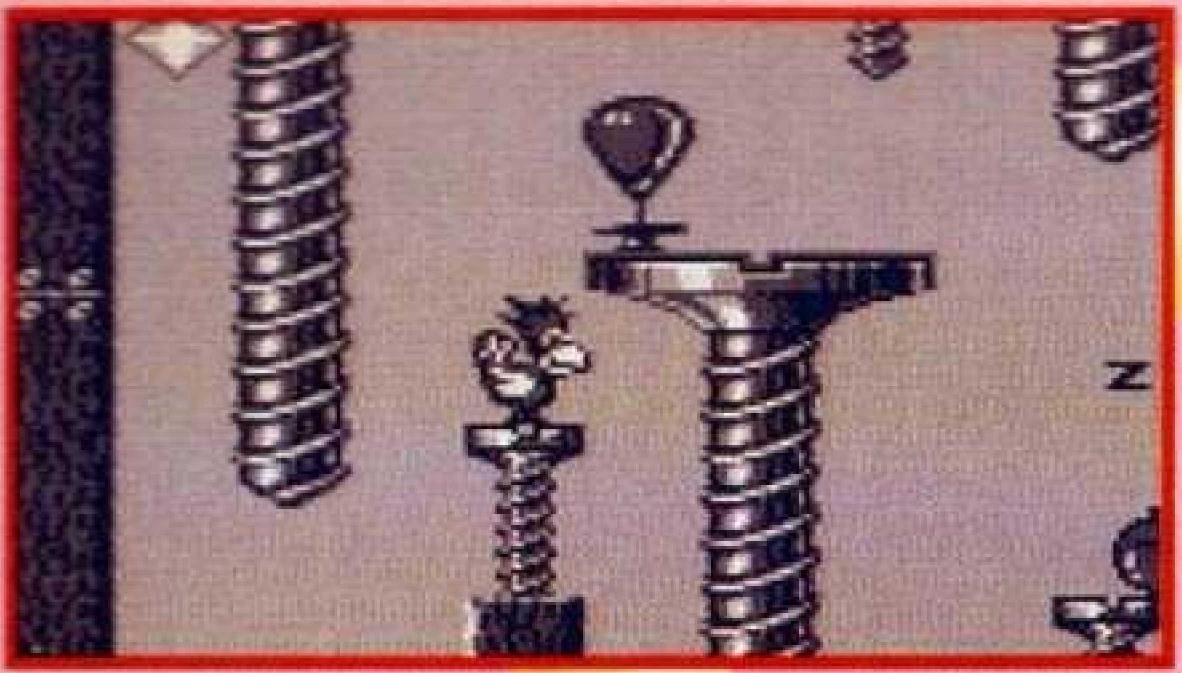


CHICKEN ROYALE VARIETY PERFORMANCE

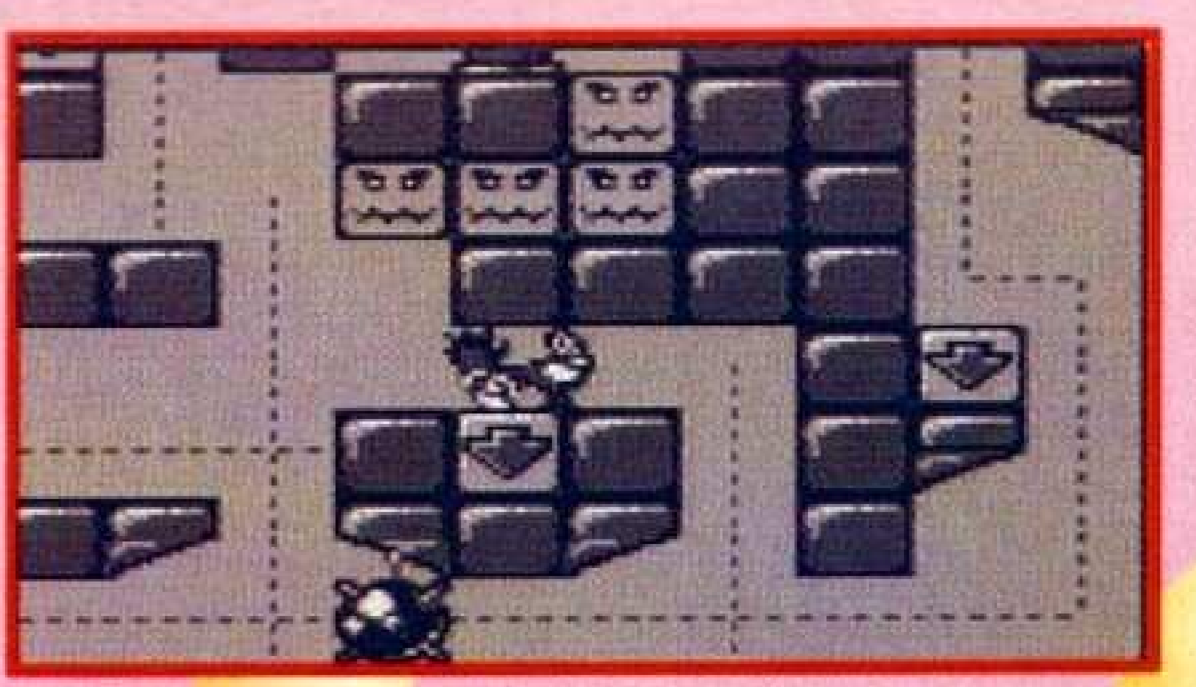
If variety is the spice of life, Alfred Chicken is a Mexican chili with extra vindaloo. Our Alfie has to be a chicken for all seasons, mastering a wide variety of arts to get those eggs. Of course, for the most part it's his platforming and balloon-hunting arts that are tested to their limits, but other sections of the game yield different challenges. For instance, there are whole levels based around steering remote-control devices and murderous homing devices around to trip switches or provide a means of escape. There are also shoot 'em up sections where Alfred duels in the sky with prominent Clockwork People! Plus there's those kooky 'twixt-level bonus stages where a rocket-powered Alfie shoots through space collecting gifts and points.



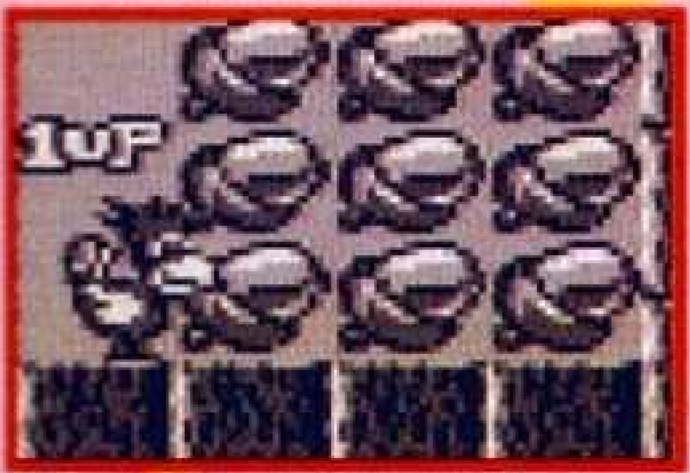
▲ Alfred shows off the subliminal educational aspects of the game!

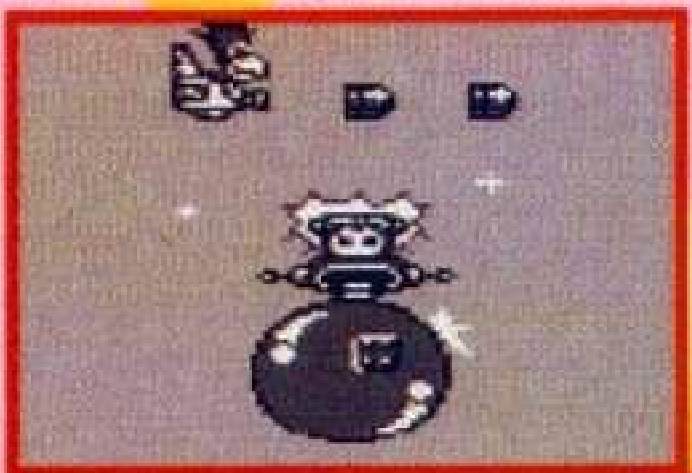


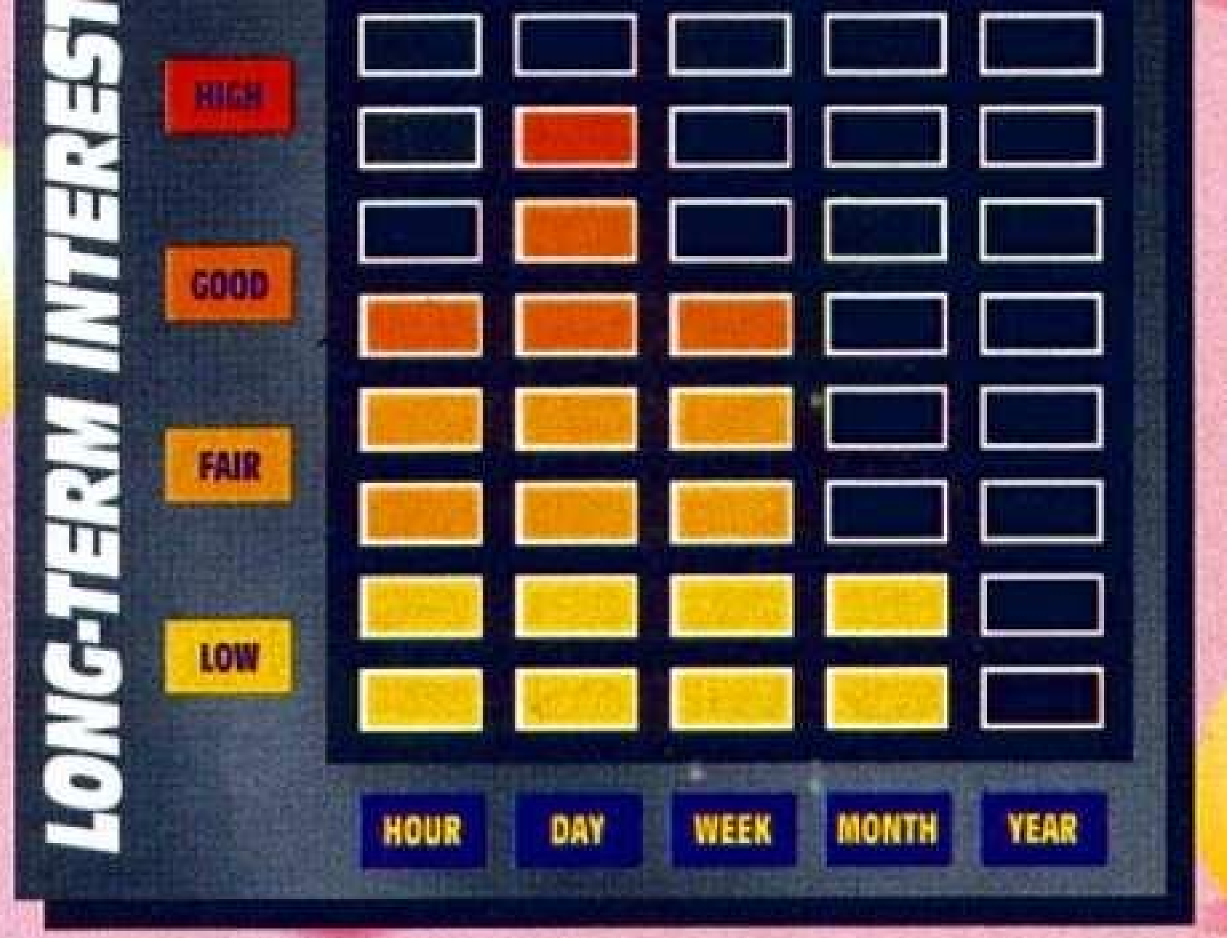
▲ I'm sure there's an amusing caption to be concocted from this situation.



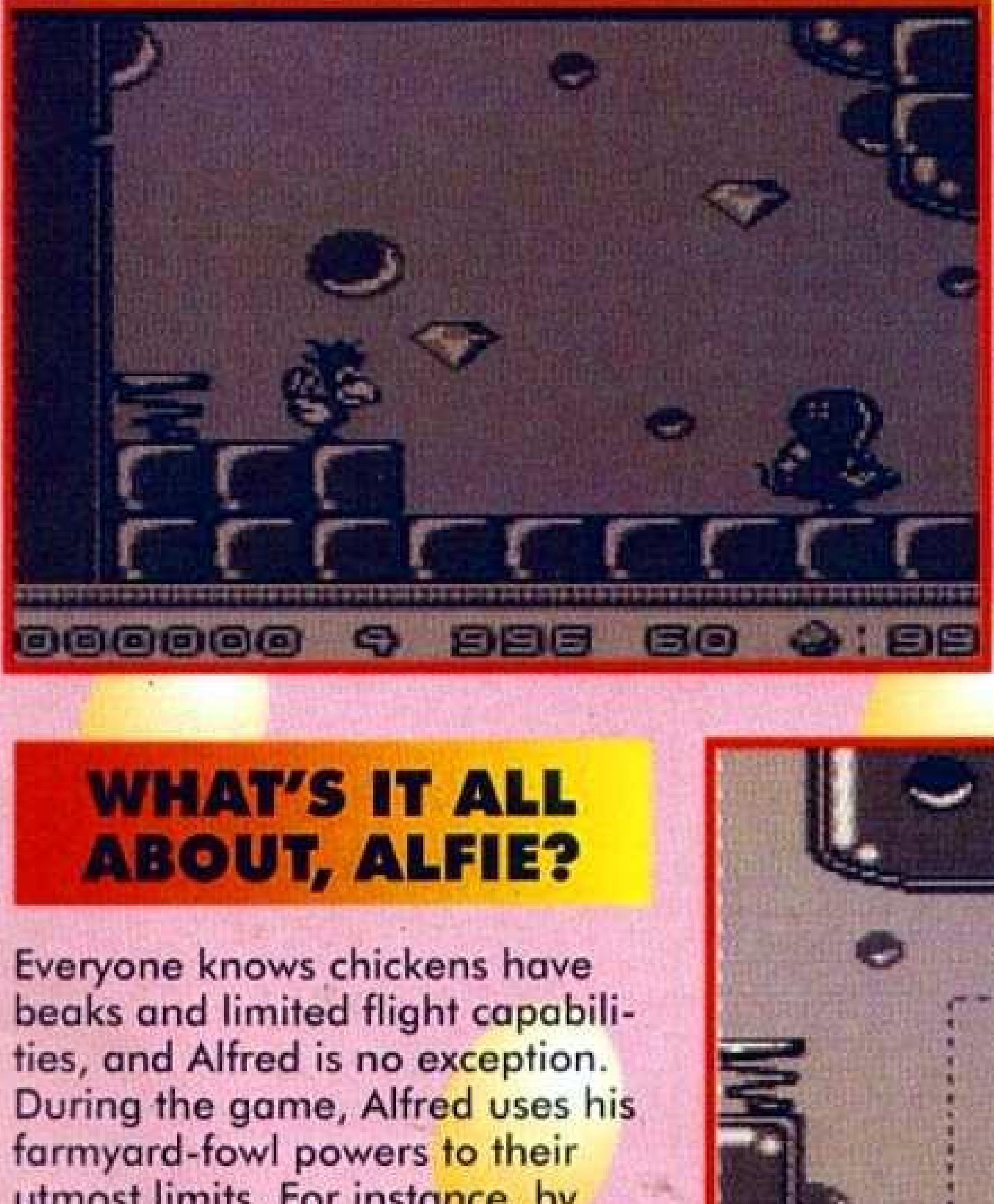
▲ Peck, Alfred. Peck like the wind!





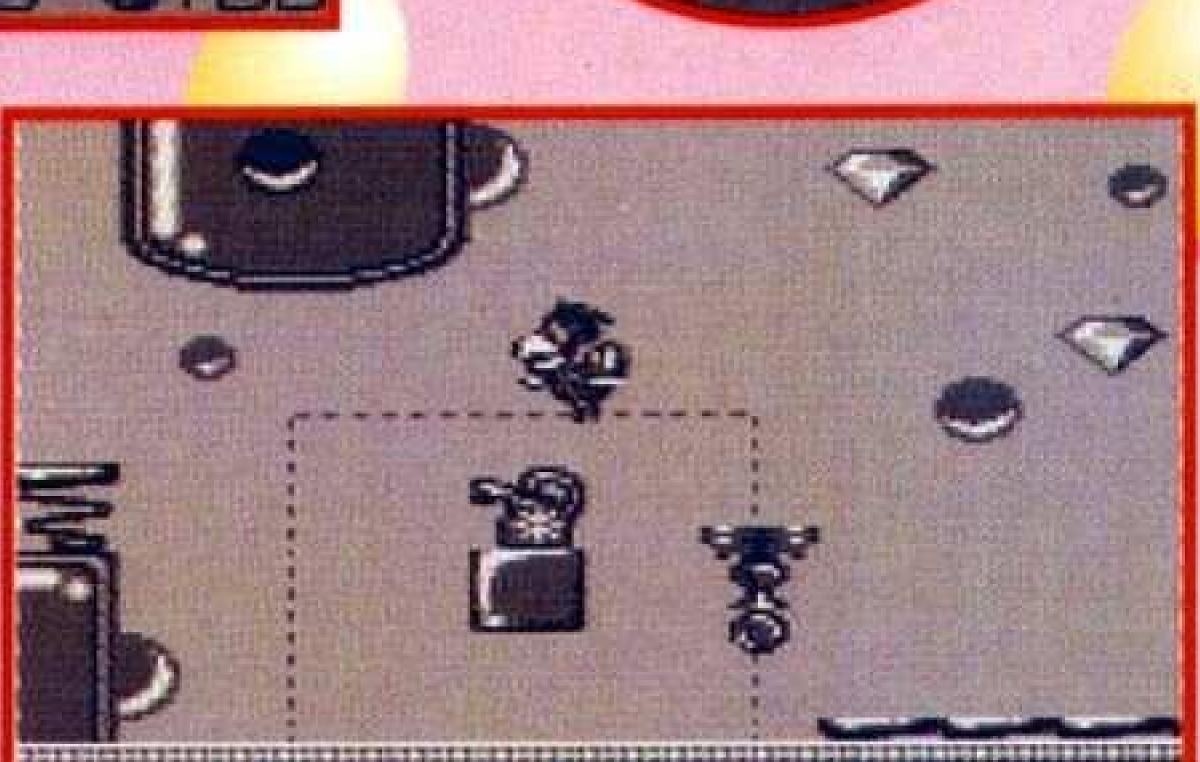


HICKEN



WHAT'S IT ALL ABOUT, ALFIE?

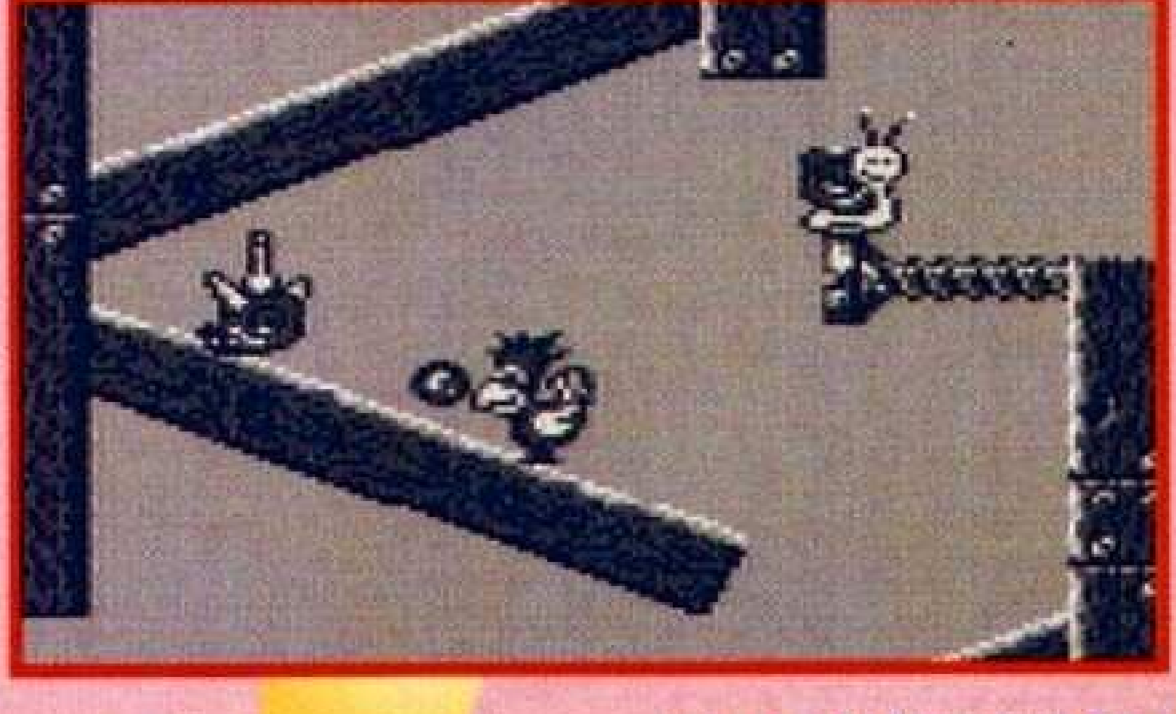
Everyone knows chickens have beaks and limited flight capabilities, and Alfred is no exception. During the game, Alfred uses his farmyard-fowl powers to their utmost limits. For instance, by flapping his little wings whilst falling Alfred slows his descent, allowing him to travel further in a horizontal direction, or manoeuvre himself out of danger (such as rows of spikes) more easily. Alfie's beak is also quite handy. Pulling down whilst falling (or jumping) sends the clucking, corn-eating one into a beak-first spin dive. At first, this is sufficient to kill enemies or smash through lines of destructible blocks. After a couple of seconds the dive speeds up and Alfers now smashes through whatever obstacles are in his path. Eventually, the dive reaches terminal velocity with our cut-his-head-off-and-he'll-still-run-around-the-farmyard pal tucking his wings right in. Alfred now becomes utterly unstoppable and all but unsteerable until he hits a solid floor. Alfred is also able to peck to the side whilst standing still (although he can't do this while diving).



COMMENT

PAUL

Whoever it was that dreamed up this Alfred Chicken character needs their bumps feeling. The word bizarre describes much of the action found taking place in his little trek through madsville. At least the game is so well designed that, no matter how crazy the situation, it all hangs together pretty well. On the whole this game is pretty formula stuff but it's Alfred's personality that brings the game to life. He's so easy to control which makes every level refreshing to play, but ninety-nine lives? This blatant cop out on a password system or save facility means that the player is left to slog his/her way through the whole game in one sitting. This in itself is not so bad but, considering the enormity of Alfred's mission, it becomes very tiresome. As luck would have it the variety of gameplay and bold, comic style of the game make it all worthwhile and chicken lovers now have a good excuse to play games with their beloved foul.



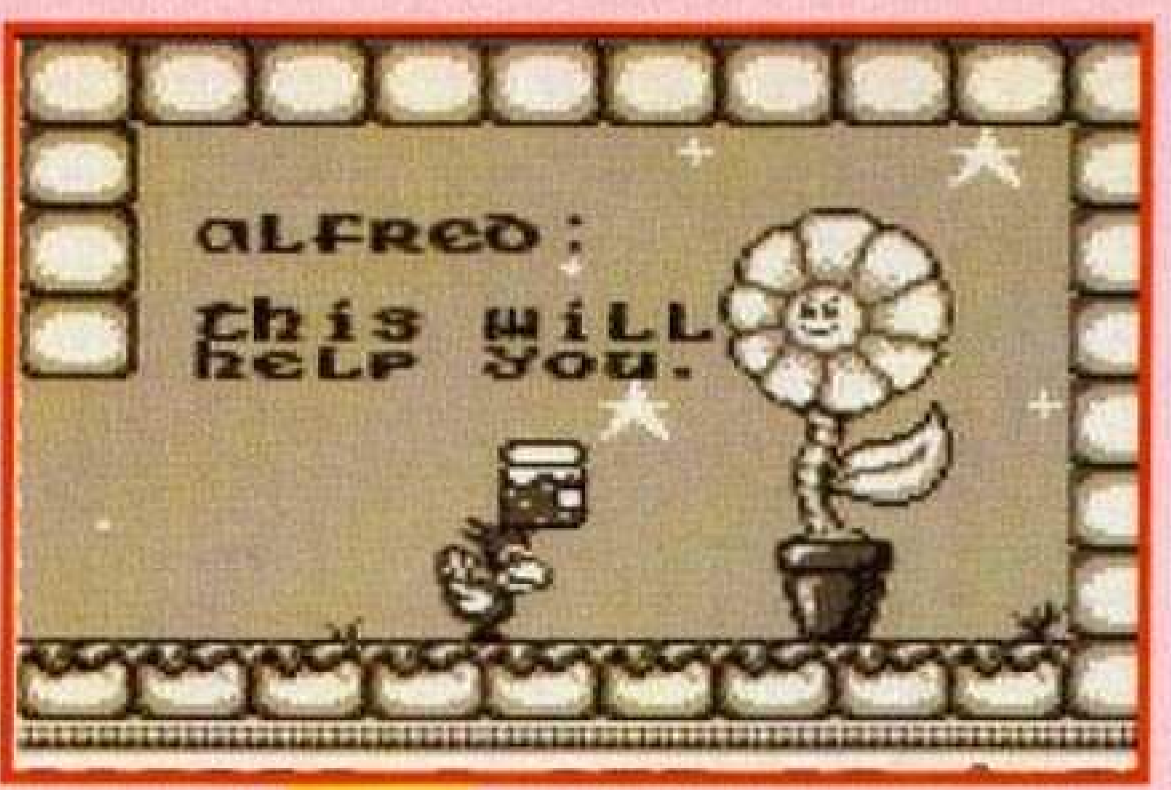
ALFRED CHICKEN

COMMENT

RAD

Alfred Chicken. A name which conjures images more in the Play Bus mould thanthe ultra-tough platform puzzle game this is. Apart from starring a strangely be-coiffured farmyard fowl and a host of clockwork opponents, there's really nothing in this game for "younger" players. Indeed, behind the amusing graphics and comic touches lies a surprisingly tough challenge to the grey matter, as well as the reflexes. The responsiveness is great, and it's just as well, there are times when only super thumb action can save the hapless Alf. Alfred's game is also absolutely loaded with secret rooms filled with extra lives, point bonuses and even a couple which grant Alfred the ability to spit deadly corn at his enemies! However, despite the size, challenge and playability offered by the title, there is one big problem. Alfred starts the game with 99 lives, and there's no quit option. Alright, it's fairly easy to die in places but it still means the average game lasts for over an hour, and there's no escape without losing your position in the game. With that many lives it would have been a lot simpler to put in a password system to save you slogging your way through two hours of game to get back to the last puzzle you had trouble with. Overall, a great game, but marred by over-generosity in the lives department and mean shortsightedness when it comes to passwords.

RAD



alfred:
this will
help you.

▲ Hey, I recognise you from Bill and Ben!

How To Control Use the Joypad to guide our feathered hero through the hazardous environment. The A and B buttons make him jump, flap his wings pathetically and nose-dive. Or should that be beak-dive?

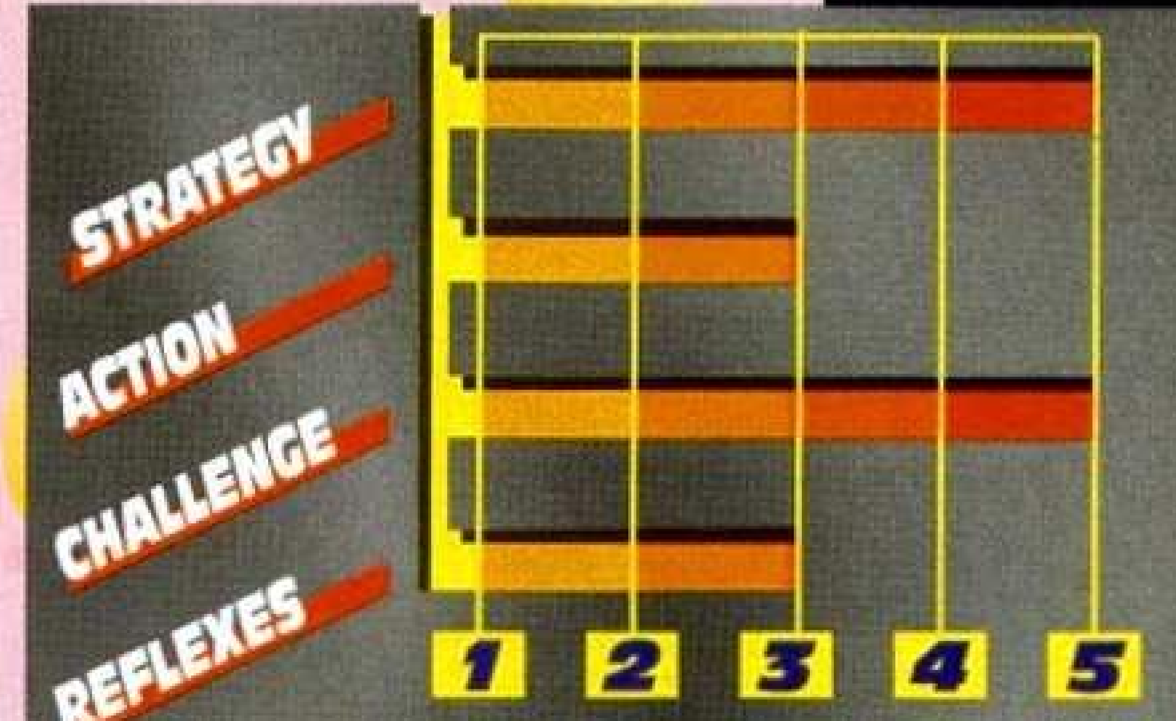
A	Jump/flap wings
B	Fire special weapons
S	Nought
S	Pause/unpause the game

How To Play Guide Alfred around the spring, trap and enemy-laden platform environment collecting the required number of balloons for each level within the time limit. Take care of him, though, as one hit is enough to rob him of one of his lives.

DANCING BLOCK

Whilst there are platforms in the house, boyyyeee, the action in Alfred Chicken has something of a puzzly bias. A darned proportion of these puzzles are connected with the icon blocks. These blocks are generally seen as a faint outline, but once the correct switch (with a corresponding icon, such as moon or star on them) is pressed, blocks appear in these positions, allowing Alfington to reach hitherto out-of-reach areas. Other times, some blocks must be turned off before Alfred progresses - such as when two blocks are barring a narrow doorway. At times, though, the essential switches are themselves inaccessible, and it is in places such as these that only supreme cunning and radio-controlled spike-balls may save the day. At these times, a number of blocks showing directions. Pecking these steers the spiky objects around whatever area Alfred is in. Only by pecking them in the right order whilst facing in the right direction my Alfred destroy the obstacles blocking his path to the switch.

RATINGS



BREAKDOWN

PRESENTATION

71

▲ Nice animated title screen and quite good intermissions.
▼ Sadly, that's it. No options, no story, not even so much as a demo.

GRAPHICS

83

▲ Really great main sprite and splendid enemies and backgrounds too. Animation is first class.

SOUND

79

▲ A selection of fine tunes and the usual crop of effects.

PLAYABILITY

89

▲ A real plethora of puzzles to peruse. Plenty of decent sized levels - It's a challenging affair.
▼ Once you've completed it there's no real compulsion to play again.

LASTABILITY

90

▲ Simple to get the hang of. Alfred is a joy to control
▼ Could do with more variety in the music.

OVERALL

A fine figure of a game, but one which just takes too long to play for most peoples' tastes.

85

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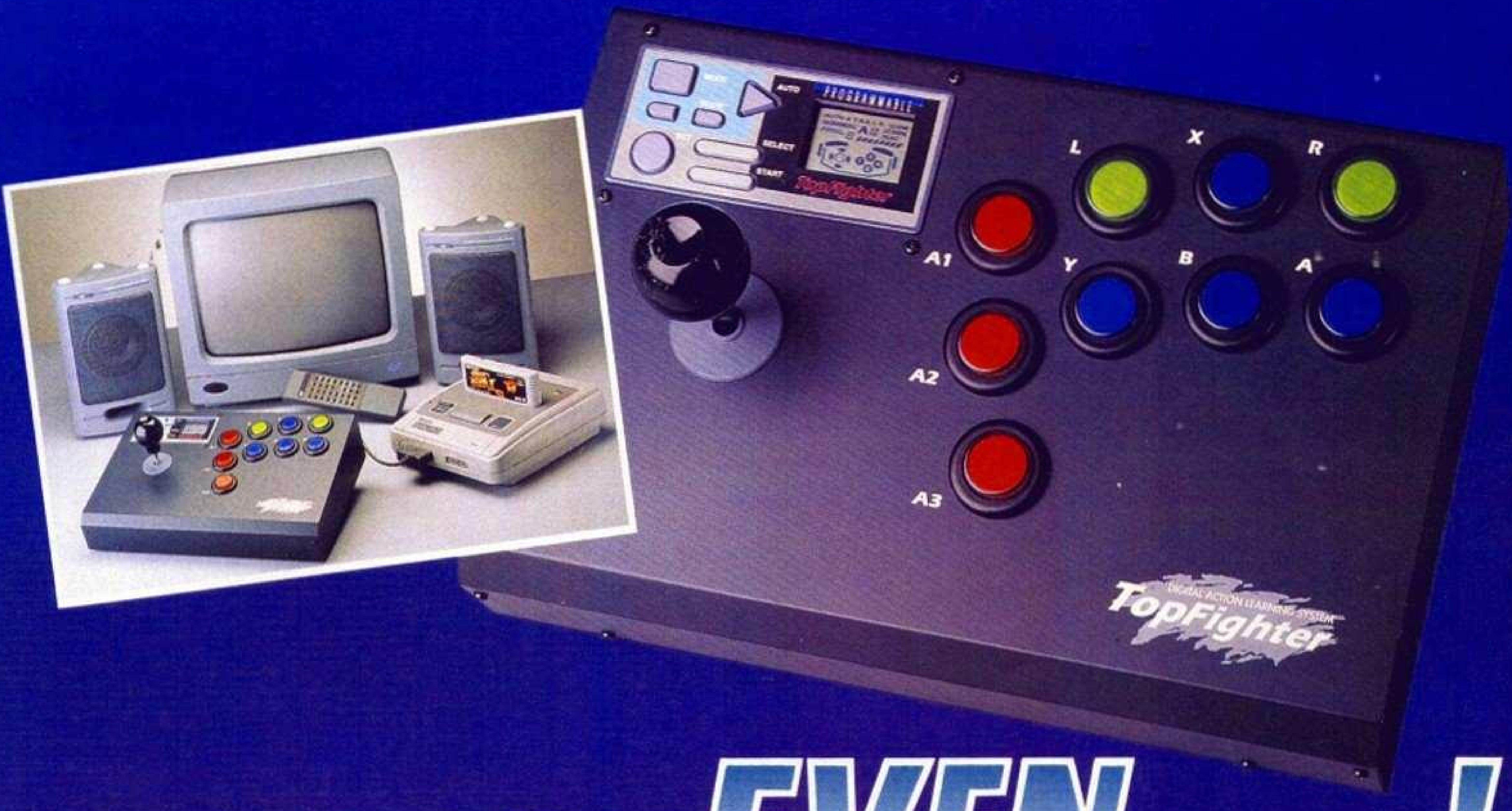
PROGRAMMABLE
AUTO
SELECT
START
TopFighter
L
X
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A1
Y
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REVIEW

SUPER NES

2 PLAYER

12 MEG

FGT GAME

PRICE:TBA
BY: NCS

RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
EASY
CONTINUES
INFINITE
SKILL LEVELS
FOUR
RESPONSIVENESS
SNAPPY.
1ST DAY SCORE
COMPLETE
ORIGIN

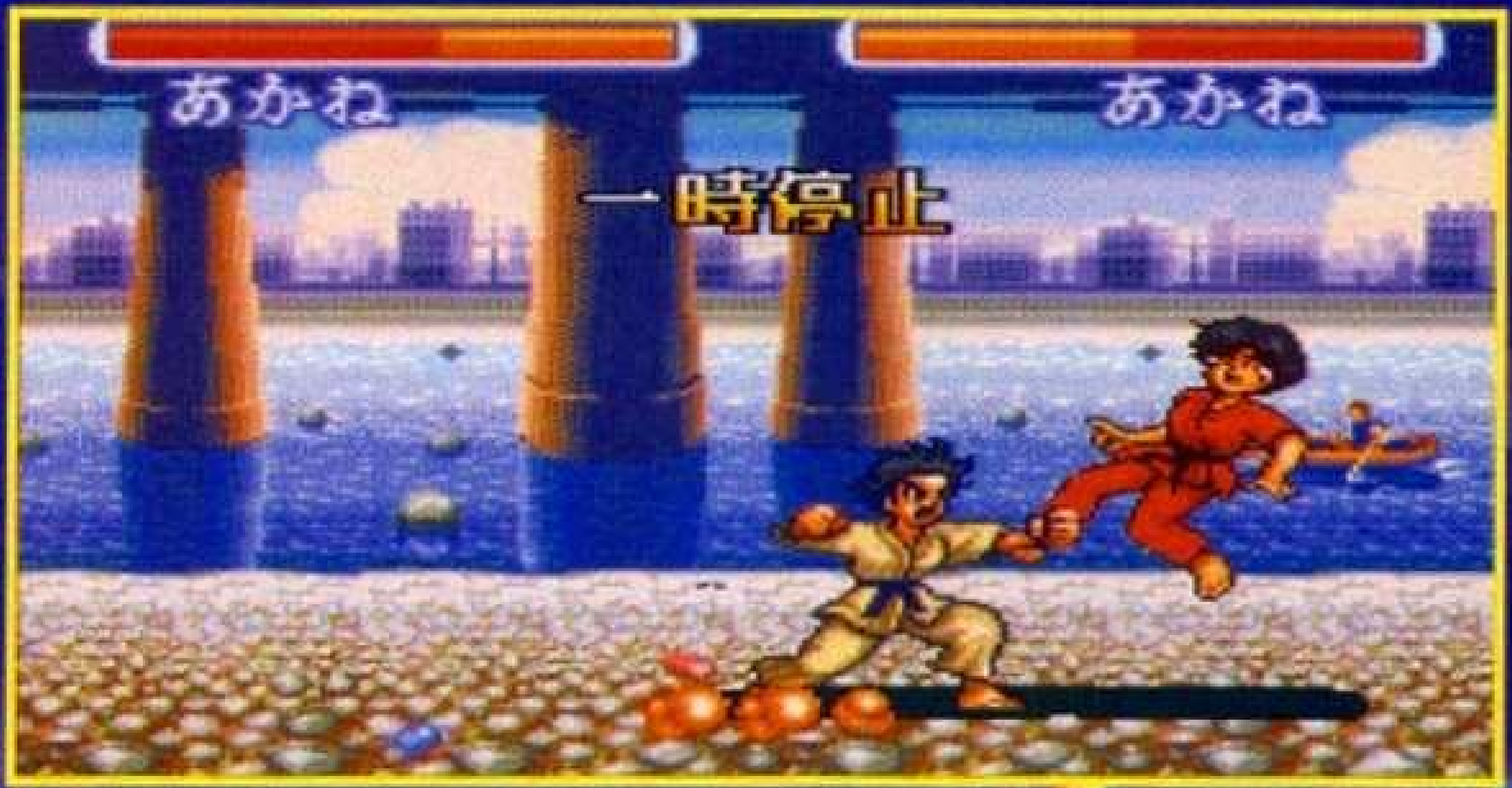
Ranma 1/2 is the creation of Rumiko Takahashi. He produces both the storyline and artwork for this popular manga series. There is already a Ranma 1/2 Street Fighter clone available in Japan for the Super NES (or Super Famicom as it is known) to which this is a sequel.

Ranma 1/2

Life is seldom peaceful at the Tendo Martial Arts Training Hall, home to Ranma 1/2 and her father - a giant panda named Genma! Fellow students, Kasumi and Akane often witness some extraordinary happenings whenever a challenge is issued to the remarkable half boy/half girl, Ranma. Then one day a traveller arrives and organises a massive 'District Street Fighting' competition - the ambitious Ranma, needless to say, rises to the challenge! Who knows, he/she may even impress his/her secret sweetheart, Akane, if he/she wins. Kasumi and Akane decide to tag along in the hope that this competition has something in store for them too.

It is your task to make sure that Ranma succeeds and that the other competitors achieve their personal goals. Ranma and his/her co-stars all possess a range of special moves to learn and use effectively in competition. Players may enter their favourite character into the main competition or prove their skills against a friend. Whatever the situation there is opportunity for much authentic, Ranma style beat-em-up action in this new game for the Super NES.

▲ Kocho, the character responsible for all this!



▼ As a youth he was a big fan of Eric Morcambe.

▲ Have some of that!

▲ Ryoga is eager to point out a blemish on the Doc's wok!

RANMA WE LOVE YOU

The Japanese certainly know how to turn the traditional 'western' concept of a storyline on its head, and this is evident throughout Japanese comic art, also known as Manga. Comics such as Ranma 1/2 are available from most good comic shops, however a wide variety of specialist information on Manga and Japanese animation - Anime - is also found in an excellent publication called 'Anime UK'. As many games in Japan tend to have their origins in such material, Anime UK is a good place to learn more.

▲ I'm a little tea-pot short and stout, here's my handle and this is my spout.

DOING
THE TIME FOR WORDS IS PAST!
BOING

THE GREAT UNWASHED

There are two characters named Ranma in the game. One is male the other is female and both are the same person. Confused? Well this is explained by the fact that Ranma has an adverse reaction to water. Ranma, usually male, is transformed into a female if ever he should fall into water. To save confusion the programmers at NCS have presented the female counterpart with red hair. Both fighters possess all the same moves and it is still possible to have two red heads versus each other as well as two conventional Ranmas. Thank goodness Ryoga's alter ego - a miniature black pig, is not included into the bargain!

The Casino King sings!

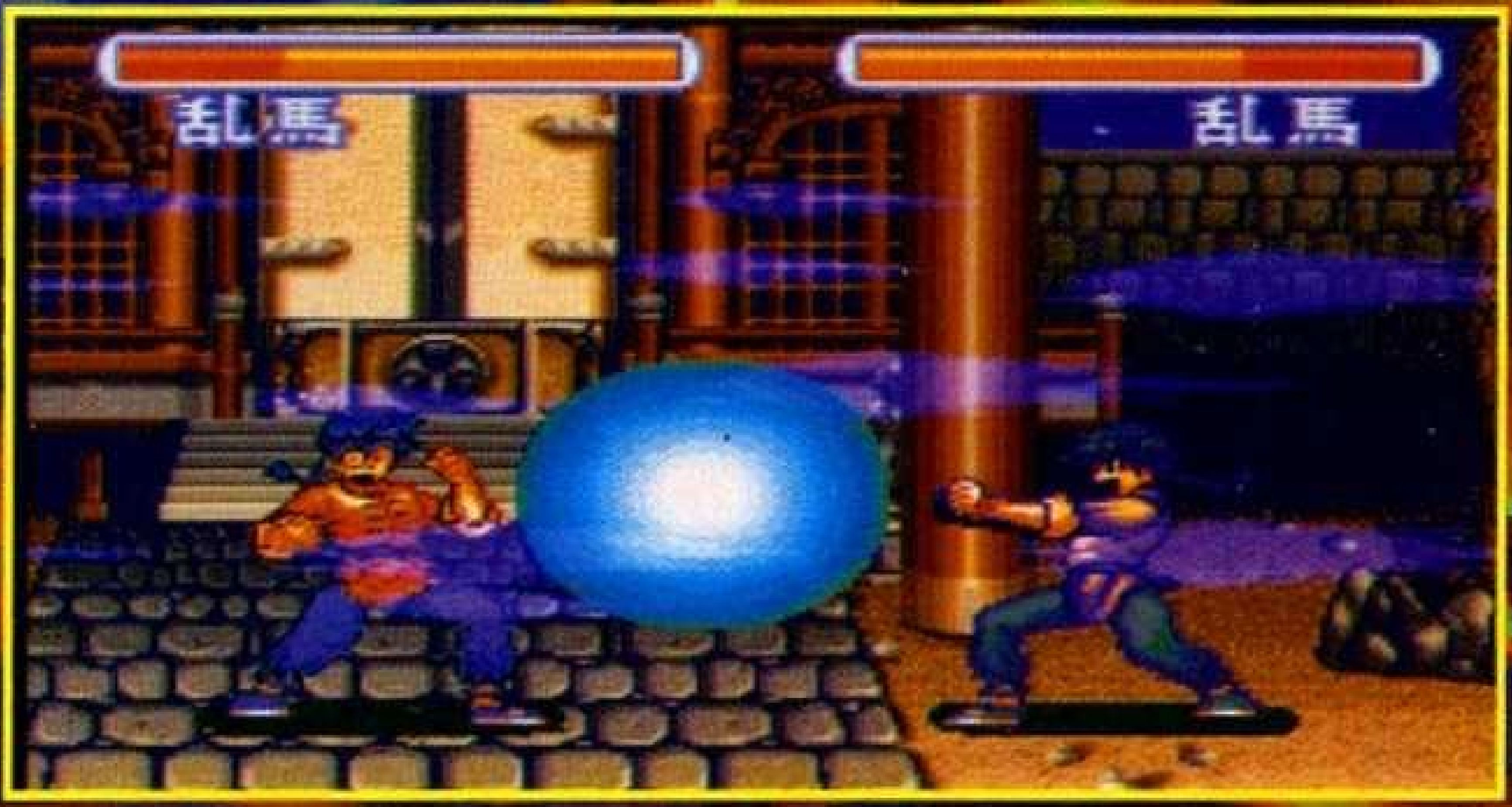
Ryoga in one of his moods.

COMMENT

PAUL

Twelve megs of information leaves this cart with plenty of room for something extra special but I fail to see where it is all hiding. Other than the remarkable presentation screens there is little improvement over the original Ranma game already available in Japan. Having said that, the game features great characters that are brought to life through effective use of animation and quality sampled speech. It is certainly impressive! However I casually completed the game on normal after my very first go. Tweaking the difficulty up two notches reveals nothing more, which only leaves the two-player option. In all fairness, this aspect of the cart is very addictive because the use of special moves and tactics become more prominent. On the whole Ranma II offers fans of the series a quality rendition of their favourite characters in action, yet the level of combat is towered over by Street Fighter II. Players are advised to go for the latter and search out the comics and videos for authentic Ranma excitement.

Oh, you horny wee devil you. Get thee gone!



Lawks! Me own move turned traitor!

How To Control Move the chosen fighter left or right by pressing those directions on the D-pad. Holding back on the D-pad allows a fighter to block when attacked. Press down on the D-pad to cause each fighter to crouch down.

A	Has no function.
X	Jump.
B	Kick/ Leg throw.
Y	Punch button/ Shoulder throw.
L/R	Block.
S	**START:** STARTS/PAUSES GAME **SELECT:**

How To Play Choose your character then fight against a human or computer-controlled opponent. In a one-player game the competition is won by successfully trouncing the eleven other, computer controlled, fighters. The two-player game leaves it all up to you and a mate.

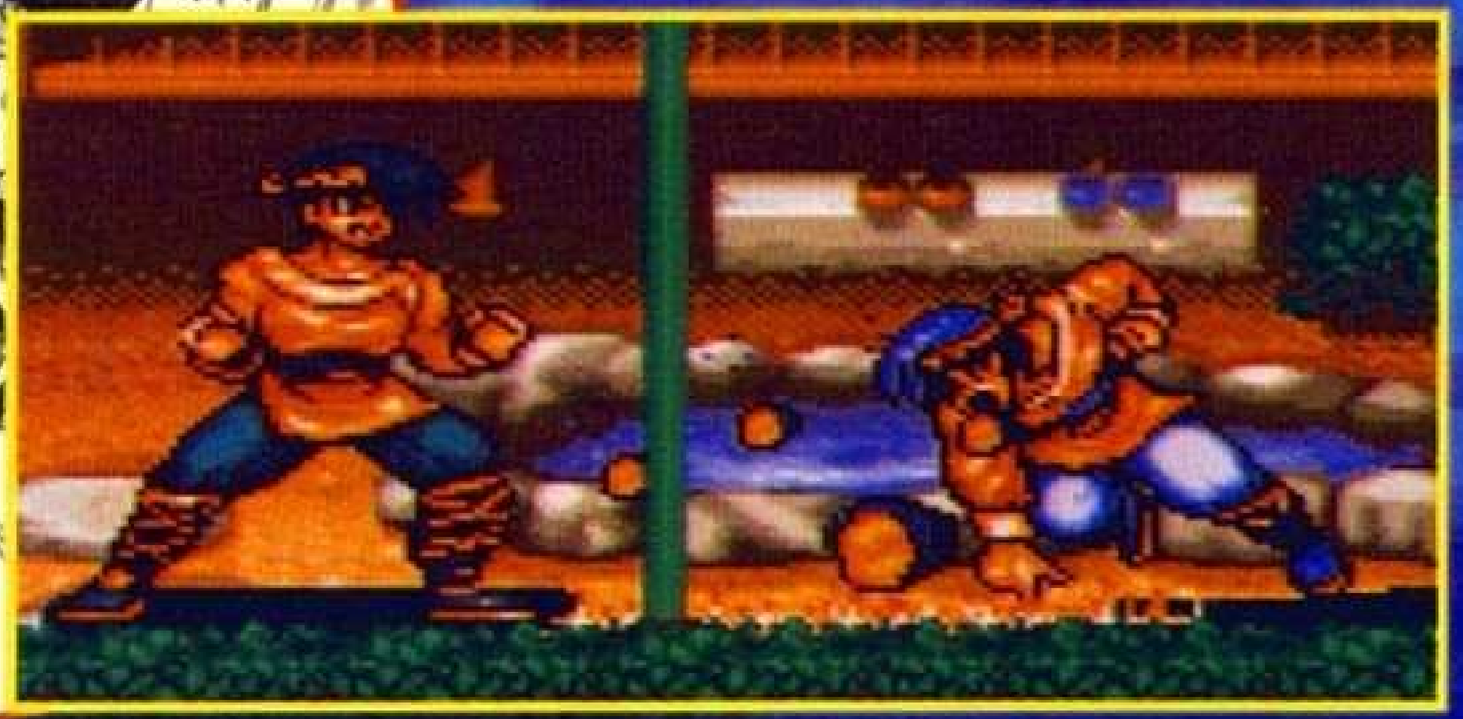
Smile, you're on candle camera.

Ooh, get her! What a sour face!

WHAT ?
ADADADA
DA

HAVE A BANDANA

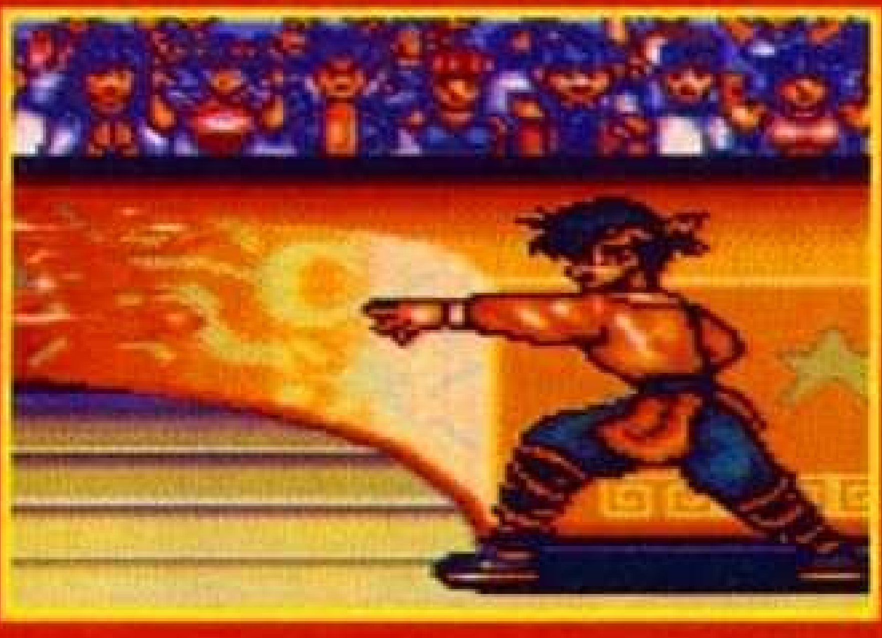
The easiest of special moves are performed by pressing the kick and punch buttons simultaneously. There are others, however, that require a little more dexterity - though not much. Such moves are performed in exactly the same way for each character but function differently in every case except for the two Ranmas who share the same tactics. Here is a selection of our favourite characters for you to peruse:



▲ Ryoga! How many times do I have to tell you: "Don't rush your food"!

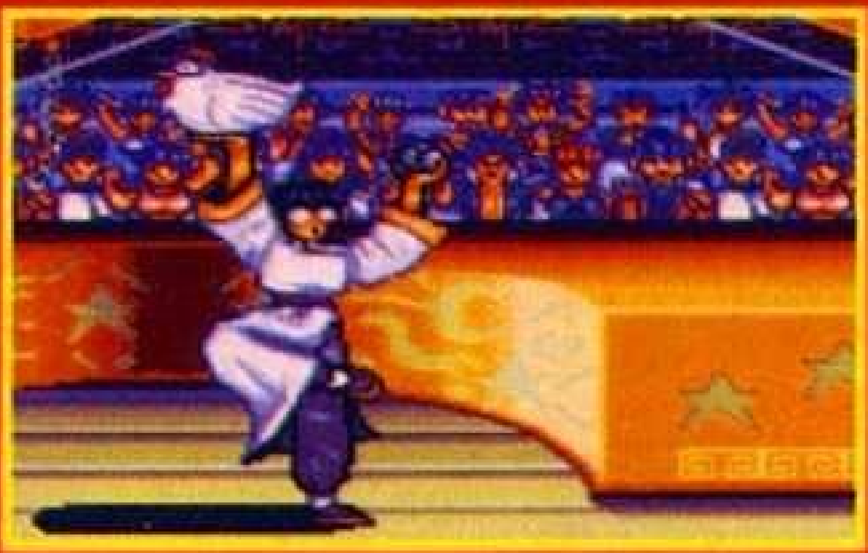
Ranma: Ranma's standard special move is the whirlwind attack. Ranma also produces fireballs and a rolling kick attack that is excellent for catching the opposition unawares.

Ryoga: Ranma's long-term enemy, Ryoga, goes to great lengths to humiliate Ranma and blames him/her for his unfortunate tendency to transform into a miniature black pig whenever he gets wet. This umbrella-toting boy from the wilderness comes prepared with fireballs as standard but can also summon up the odd devastating bandana attack or earth-shake.

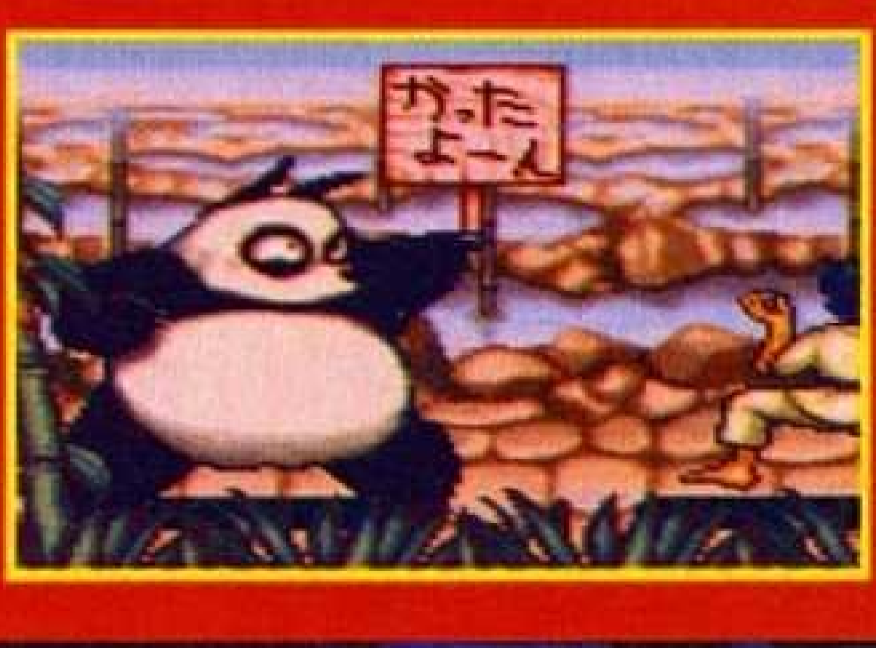


Akane: Every Japanese series has one - an unbearably cute character that acts as the catalyst for much jealous rivalry and the like. Akane is the most likely contender for this position in the Ranma saga. A leaping punch to the air is her speciality but Akane also has a dashing, multiple hit attack at her disposal.

Doctor Tofu: For some strange reason the good doctor, whom Akane has a monster crush on, attacks with a combination of chicken's eggs and a colossal mace-like weapon. Tofu's other speciality is his flurry of assorted objects at the end of a yo-yo. Zoiks!



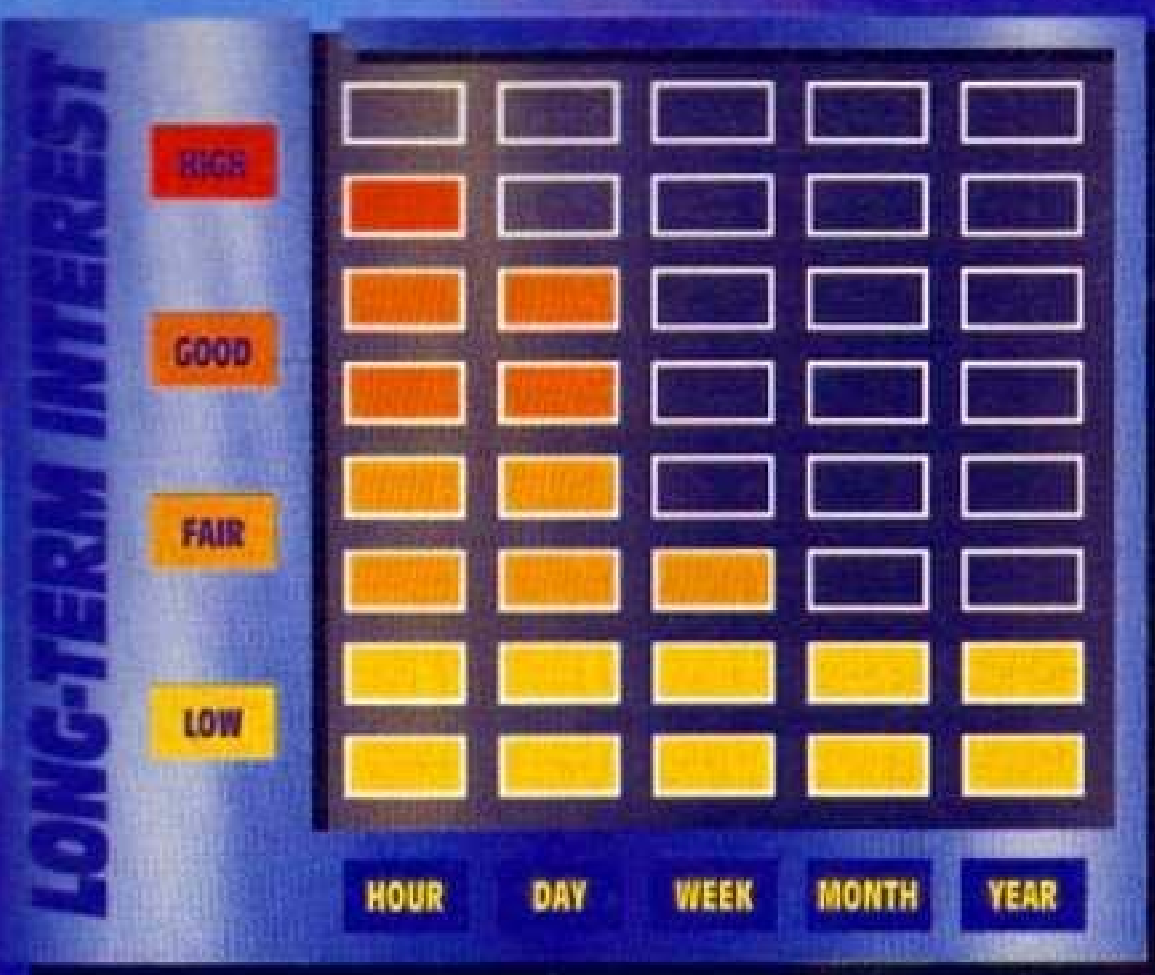
Genma: The giant Panda that begat Ranma, strange as this may seem! Old bamboo breath's standard special move only works when close up to the opposition where Genma spins on his opponent's head to wear them down. He finishes off this depressing routine with a hundred-paw-slap or a quick dash-smash into the unwary opponent's side.



COMMENT

RAD

The original Ranma game was a great stopgap for all those people waiting for Street fighter II to arrive. There were loads of special moves and the graphics were great. However, in the wake of Street fighter, Ranma 2 fares badly. The graphics are of an even higher standard than the original, displaying an even better grade of animation, and the intros are particularly impressive. The sound is also an improvement, with rucks of sampled speech and cartoony-type effects which add to the action. Unfortunately, Ranma 2 fails to beat it's predecessor when it comes to gameplay. The blame lies entirely with the difficulty setting. Although there are even more moves and some all-new characters, even the most inexperienced gamesplayer could quite easily complete it on their first go using only one single move. Even on the higher difficulty settings it's still far too easy. The two-player option is great, as you'd expect, but it's still totally overshadowed by Street fighter II (even though Ranma is the faster moving game). Beat 'em up fans are best off going for Street fighter, or if you've already got that, the original Ranma title.

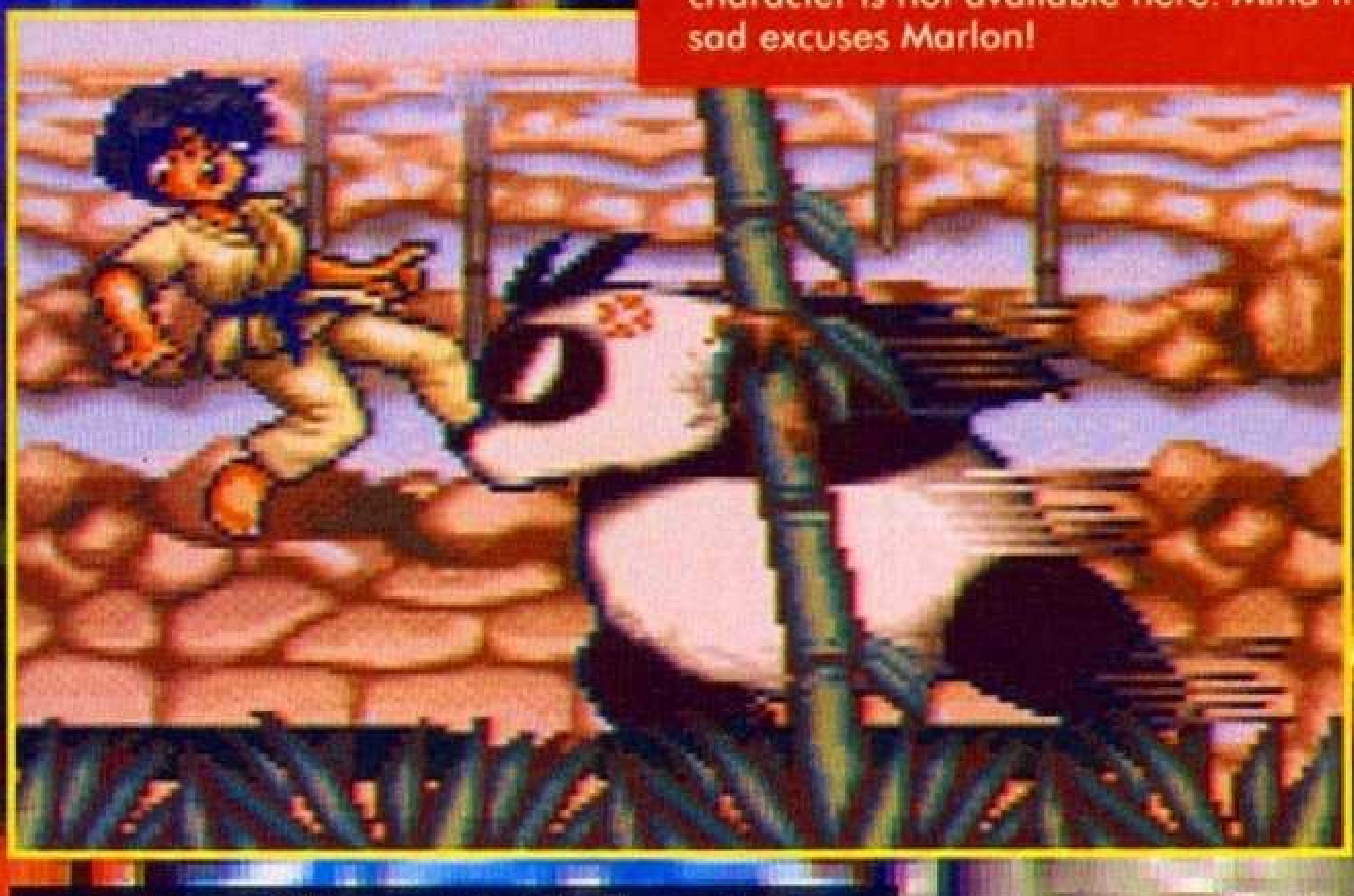


▲ Genma drops his dirty laundry off.

▲ Where're we going this year then, love? That beach looks nice.

FRIENDLY FIVE

When two players aren't competing endlessly for the title of 'The Master' there is always the option to decide who is tops, once and for all, in five match tournament. Both players choose five characters from the selection of twelve and then battle it in the best out of five bouts. Sadly the option to pitch character against the same character is not available here. Mind the sad excuses Marlon!



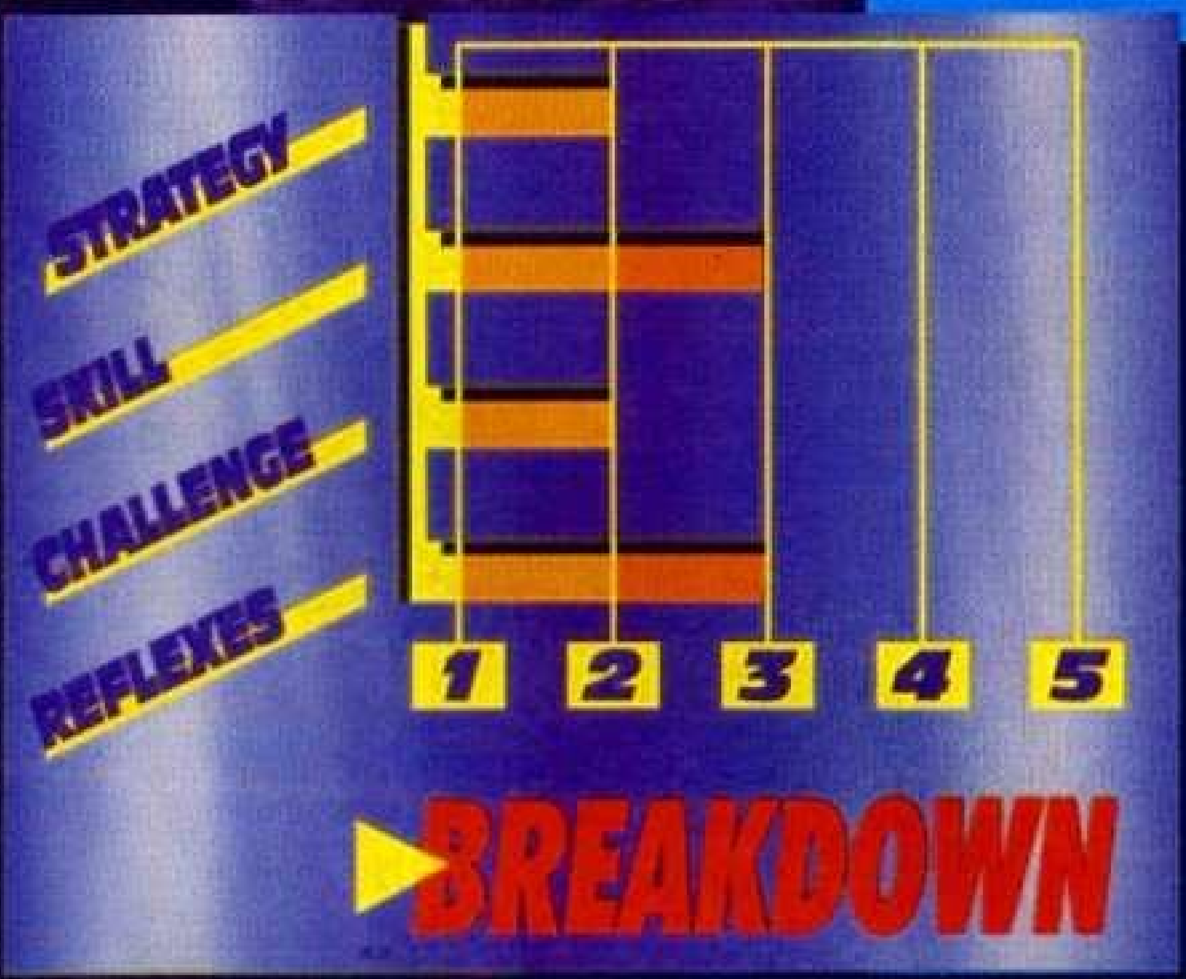
▲ Geesh, Genma! Didn't see you hiding behind that tree there!

▼ The deafening sound of Shampoo's monster maracas proves too much for poor Ranma!

▲ Ranma, for it is she here, descends upon a defensive Ryoga and his funky umbrella.

▼ Believe it or not this little black pig is actually Ryoga in his alternative state!

RATINGS



PRESENTATION

▲ Each of the characters have their own special introductory and intermission screens that all add life to the game. Elsewhere the presentation screens are also finely produced.

92

GRAPHICS

▲ The sprites are easily identifiable as the Ranma comic heroes and heroines. All the action is set against a variety of imaginative backdrops. Both characters and their relative locations feature effective animation.

93

SOUND

▲ As with the extensive presentation their is no shortage of amusing theme tunes or crazy incidental music. Also there are many clear examples of sampled speech.

91

LASTABILITY

▲ Fun for two players. The game is good for any on-going competitions.

▼ Less fun for single players. There is little inspiration to play on after the credits have rolled off screen.

79

PLAYABILITY

▲ There are twelve characters that all have moves to learn. In a two-player game the action is fun, lively and compelling.

▼ The one-player game is severely lacking in this department as it is too easy.

82

OVERALL

On the surface Ranma II is a quality game with cartoon quality animation and extensive presentation. Beneath it all the action is quite shallow, especially for one-player. Buy the comics - they're cheaper.

79

1 PLAYER

2 MEG

PLT GAME

SPIDER-MAN
RETURN OF THE SINISTER SIX

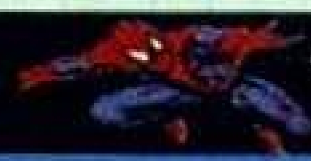
PRICE: £29.95
BY: ACCLAIM

RELEASE
OUT NOW
CONTROL
JOYPAD
GAME DIFFICULTY
EASY
CONTINUES
1
SKILL LEVELS
1
RESPONSIVENESS
NOT BAD
1ST DAY SCORE
REACH LEVEL 5
ORIGIN
Game based on a recent Spider Man comics story featuring a host of favourite villains.

SPIDE

Enid Blyton is responsible for some of the most popular groups in literature: the Famous Five, the Magnificent Seven and of course, the Sinister Six. The Sinister Six were a departure from her usual knockabout style. Even the Magnificent Seven were rewarded with a slap-up feed for ridding the town of desperados. However, iced buns and lemonade are the last things on the minds of the Sinister Six - their foremost interest is complete world domination. Of course, if they do succeed in taking over the planet, doubtless there'll be extra jam on the scones all round for members of the villainous cabal.

Still, their old nemesis Spider Man is on hand to curb their delinquent ways with his spider-attributes and home-made web shooters like the ones Yvette made for us earlier on Blue Peter. However, the cake-loving ne'er-do-wells are more than prepared for his imminent onslaught and have retreated to their respective hideouts. As Spidey the player is charged with the task of tracking each of the villains to earth, infiltrating their inner sanctums and giving them a right good talking to, thus securing the safety of the world in this platform web 'em up from Acclaim.

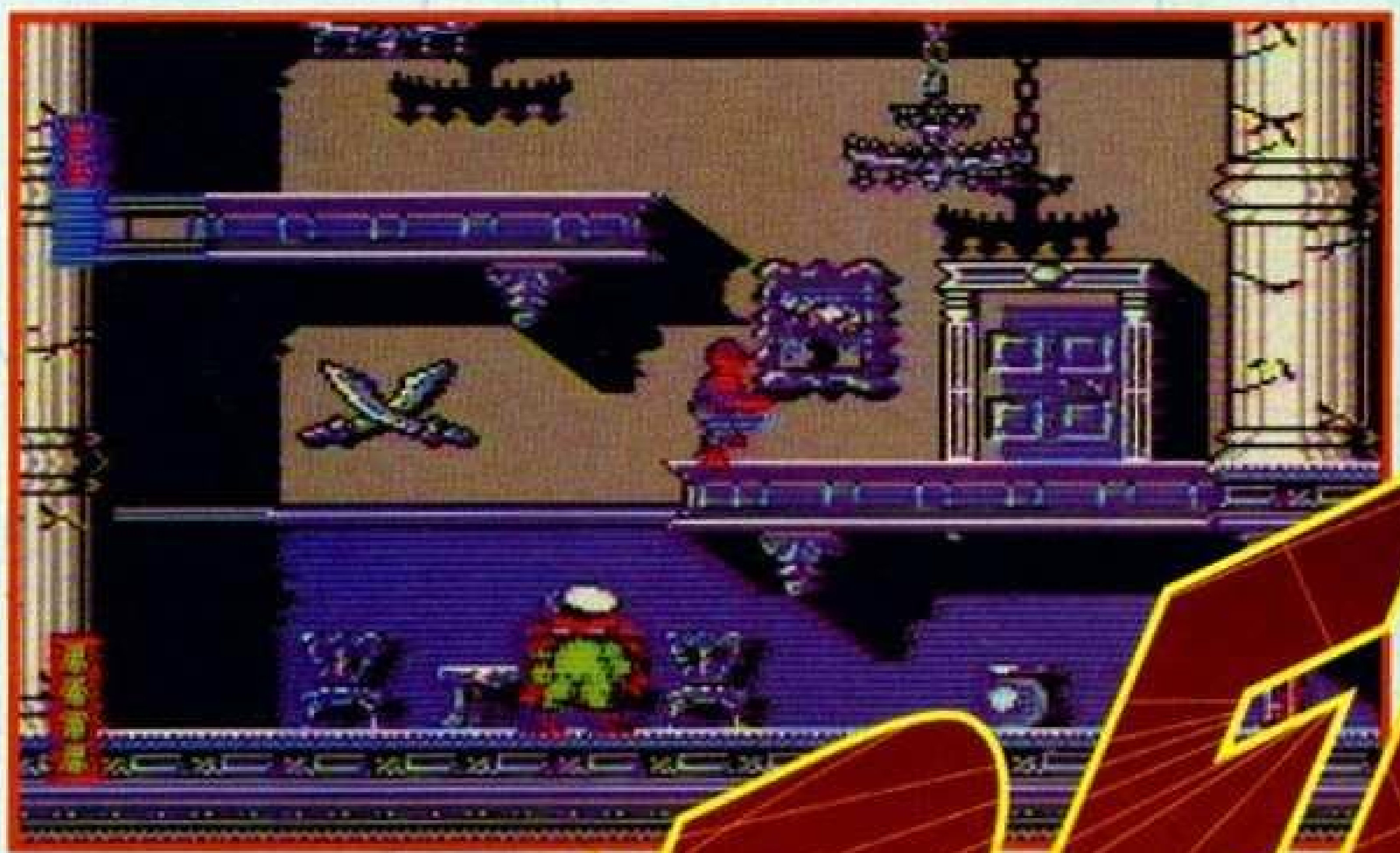


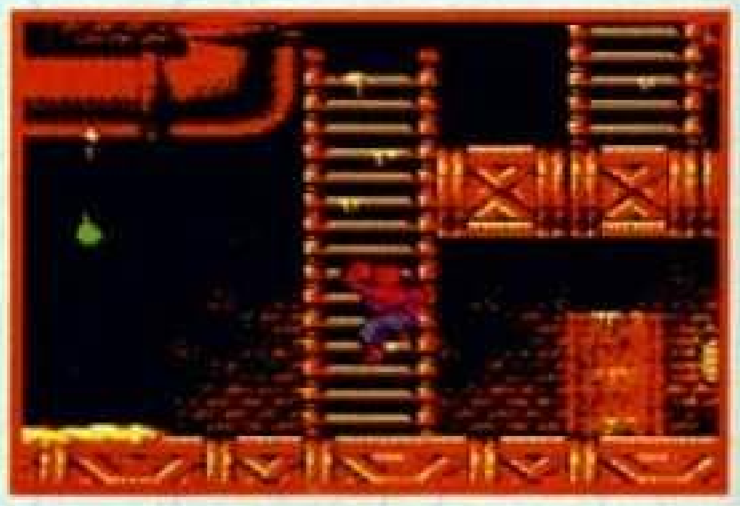
In a cunning display of ingenuity the Sinister Six culled their name from the fact that the group is composed of six sinister villains. Each villain has a theme for their own lair and their own special powers with which to challenge Spidey. All of this information is stored below.

ELECTRO Master of electricity and winner of the Worst Dressed Supervillain award ten years running, Electro's lair is chock full of live wires, exposed light fittings and giant, lightning-spewing plug sockets. Electro himself rides through the air using electricity and zaps lightning bolts out at our hero.

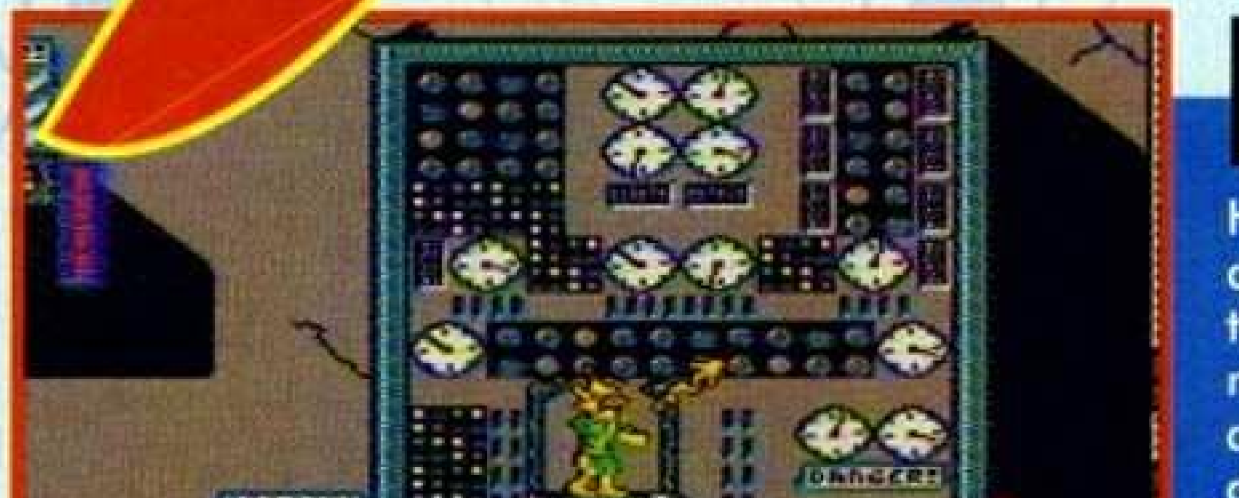
SANDMAN Even though Sandman reformed years ago, he's decided to be evil again 'just this once'. Sandman hides out in the toxic waste dump, where pipes drip horrible acids and rabid rats lurk waiting for Spider Man. Sandman uses his powers to slither through the ground unseen, rising up next to Spider Man, attacking once and melting away again to avoid retribution.

MYSTERIO The Master of Illusion is camped out in his very own Chamber of Horrors, where





Not often you see Spidey using a ladder.



Electro shows us his lavishly appointed pad.

PRACTICE YOU

Having all the strength and agility of a spider is quite handy, especially considering the scrapes that Spider Man manages into. What's even more impressive is his uncanny ability to climb up and down sheer surfaces, and even hang upside down - *just like a real spider*! This ability features in the NES game, too. Every so often, Spidey chances upon a climbable obstacle or backdrop, and pressing the D-pad up sends our arachnopal scuttling skywards. Once on the the wall, he is able to move around freely in any direction like the agile little minx he is.

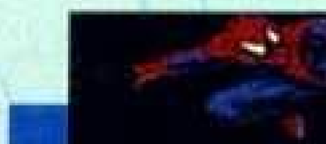
THAT SINISTER SIX IN FULL

robot zombies and other terrors provide something of a threat, along with illusory Mysterios and Mysterio robots! Find the real Mysterio and he doesn't put up much of a fight.

THE VULTURE Although this flying fiend is to be found amongst the rooftops of the city, Spider Man's adversaries on this level are more often bazooka-toting thugs than the flying foes you may expect. The Vulture is a bit of a toughie, though, flapping around just out of reach as he attacks. Be sure to hang on to a bottle of web fluid for this chap.

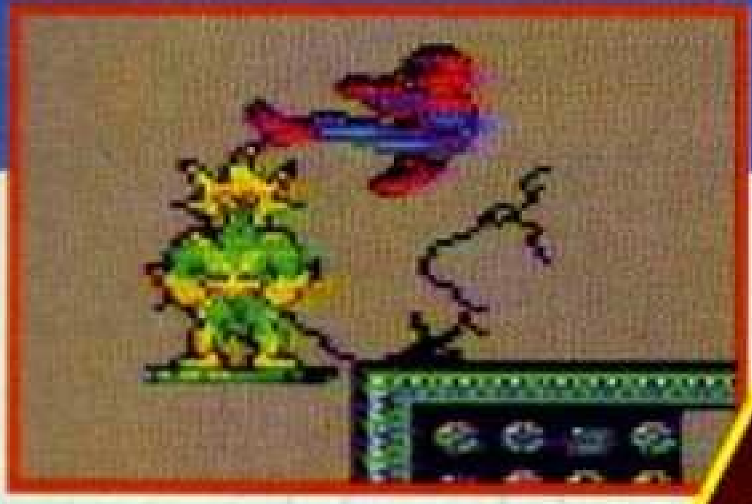
HOBGOBLIN A cave network is home to the hideous Hobgoblin. Watch out for the club-throwing trolls that patrol the area. The Hobgoblin is another flying fellow, scooting around on his Trollmobile and hurling Goblin Bombs at Spidey. However, by clever use of the stepped platforms in the Hobgoblin's room it's possible to dispatch him with a few flying kicks

DOCTOR OCTOPUS Holed up in his fortified castle, the Doctor surrounds himself with all manner of hoodlums and ruffians armed with clubs, handguns and bazookas, along with all manner of robot creations. Doc Ock has long been one of Spidey's most dangerous enemies, and in this game he is no exception, especially armed as he is with force fields and bombs as well as his indestructible tentacles.



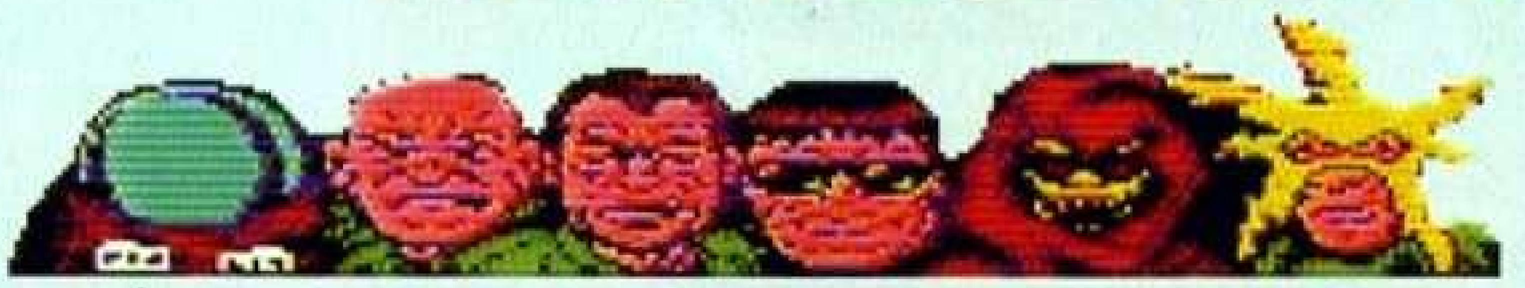
SLING YOUR HOOK

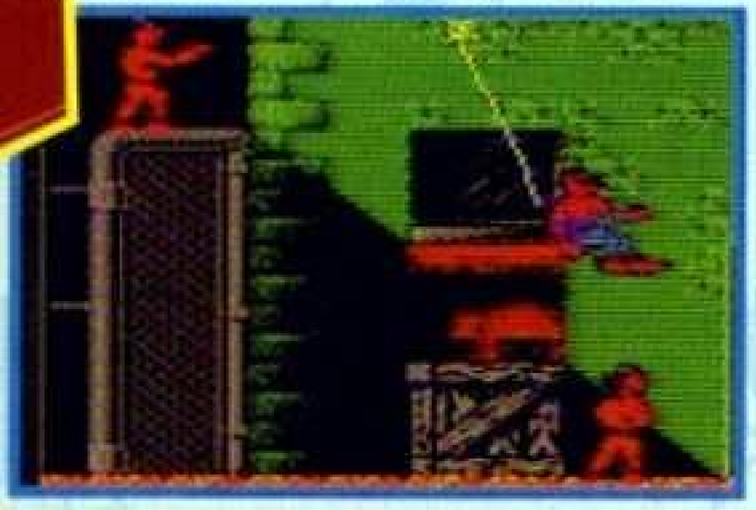
As well as the ability to climb things, Spider Man has other ways of reaching otherwise out-of-grasp platforms - his unique web-slinging ability. By pressing the secret buttons on the palms of his hands, our hero shoots micro-fine but super-strong sticky webbing wherever he should choose from the web-shooters hidden about his wrists. In game terms, this means Spidey is able to attach webs to higher platforms or buildings and use them to swing to otherwise unreachable places. With real skill, Spidey may also weave a web whilst still swinging on another, thus allowing him to cross inconceivably wide crevasses and the like, just as long as there's something above him to attach his sticky white streams of wrist-propelled discharge to.



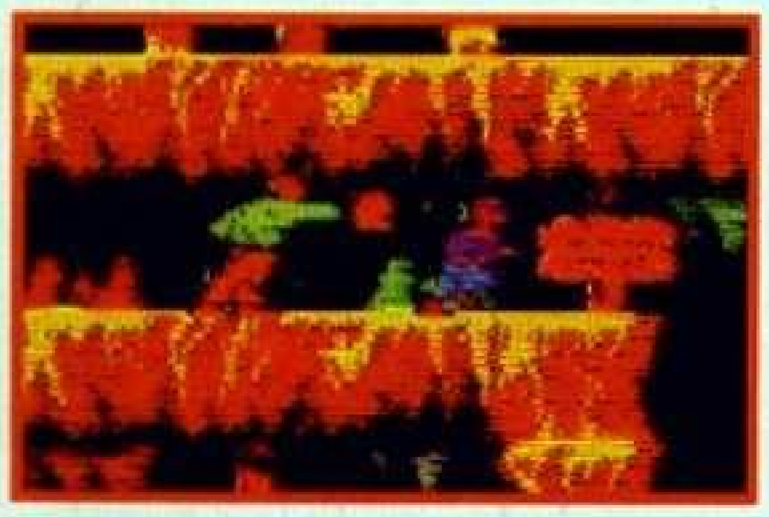
R-MAN

RETURN OF THE SINISTER SIX



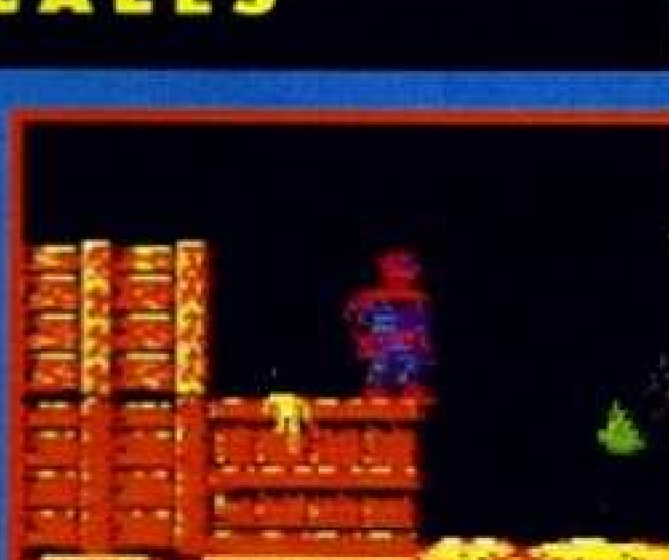


▲ Swing, swing like the wind.



▲ A candy coloured clown they call the Sandman.

CALES



▲ What Spidey phlegm looks like...

How To Control Move Spidey in the standard platform fashion - Running, jumping, scaling ladders and walls and swinging around on the end of your web. Simple really!

A	Attack/spin web.
B	Jump.
S	Pause.
S	Pause.

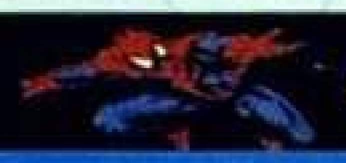
How To Play Traverse the six scrolling platform levels searching for the big nasty man at the end of each and dispatching numerous henchmen along the way. Climb walls and swing on webs to reach high points, whilst constantly keeping an eye on Spidey's energy bar

COMMENT

PAUL

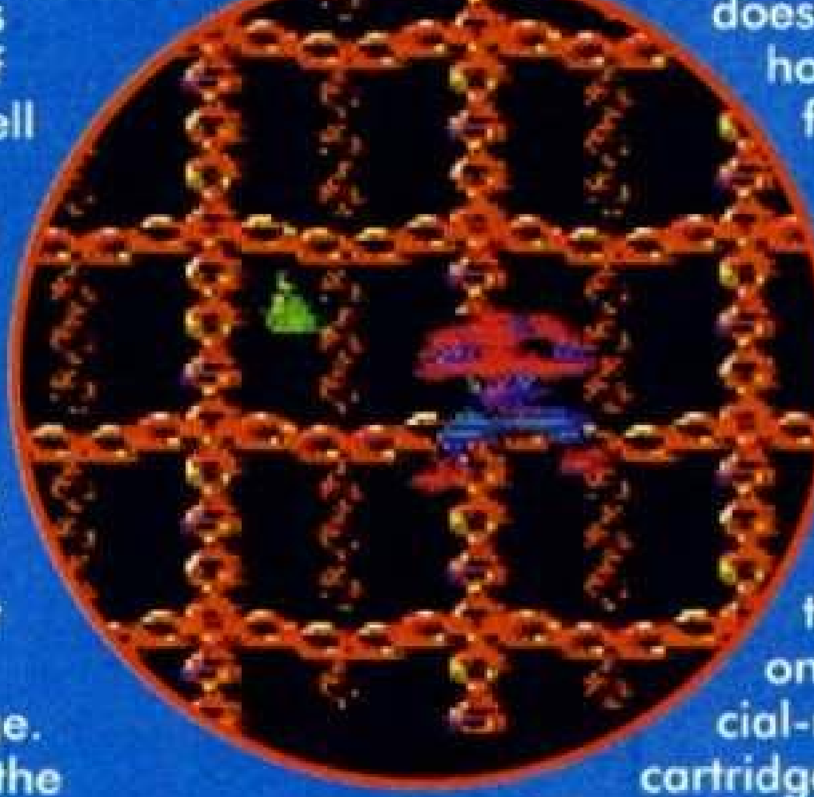
Marvel's famous web-slinger deserves better than this, in my opinion. It's a shame that such an excellent character is left to swing his way about some fairly uninspiring stages inhabited by around five or six, count em, opposing henchmen. The gameplay is very uninspiring for the first three levels of Spidey's mission and considering that this amounts to half of the game it is a bit of a disappointment. Each of the Sinister Six's attack patterns, the Sandman in particular, are very predictable and quite a chore to deal with - they're not at all difficult. A few favourable points worthy of mention are the decent sprites and some of the backdrops do the game justice, even the sounds are not all that bad. If only the action were that much more exciting then this would be worth some attention. Sadly the Sinister Six can toddle off back to wherever it was they returned from and leave the rest of us to sample the goods of better platform games already available for the NES.

RATINGS



A PINT OF WEBSTER'S FLUID

There's more than one way to skin a cat. You could use a knife, or a lawnmower, or even some barbed wire. Similarly, there's more than one way of using web fluid. As well as a swanky form of transportation, webs also make a first-class weapon. Spun into tear-shaped projectiles by releasing a large globule of the dries-on-contact web fluid and flung at opponents, webbing causes a lot of damage. However, contrary to the impression given by the comics, Spider Man actually needs a different kind of webbing fluid to make projectiles rather than swing on webbing ropes. And what's more, he doesn't actually know how to make this other fluid, he just hopes his enemies do and picks up the odd cartridge of it when he sees it lying around. Each of these contains just enough fluid for ten shots, unlike the comics and their only-runs-out-at-crucial-moments-in-the-plot cartridges. Those comics writers, eh? They just can't get their facts right. Pah

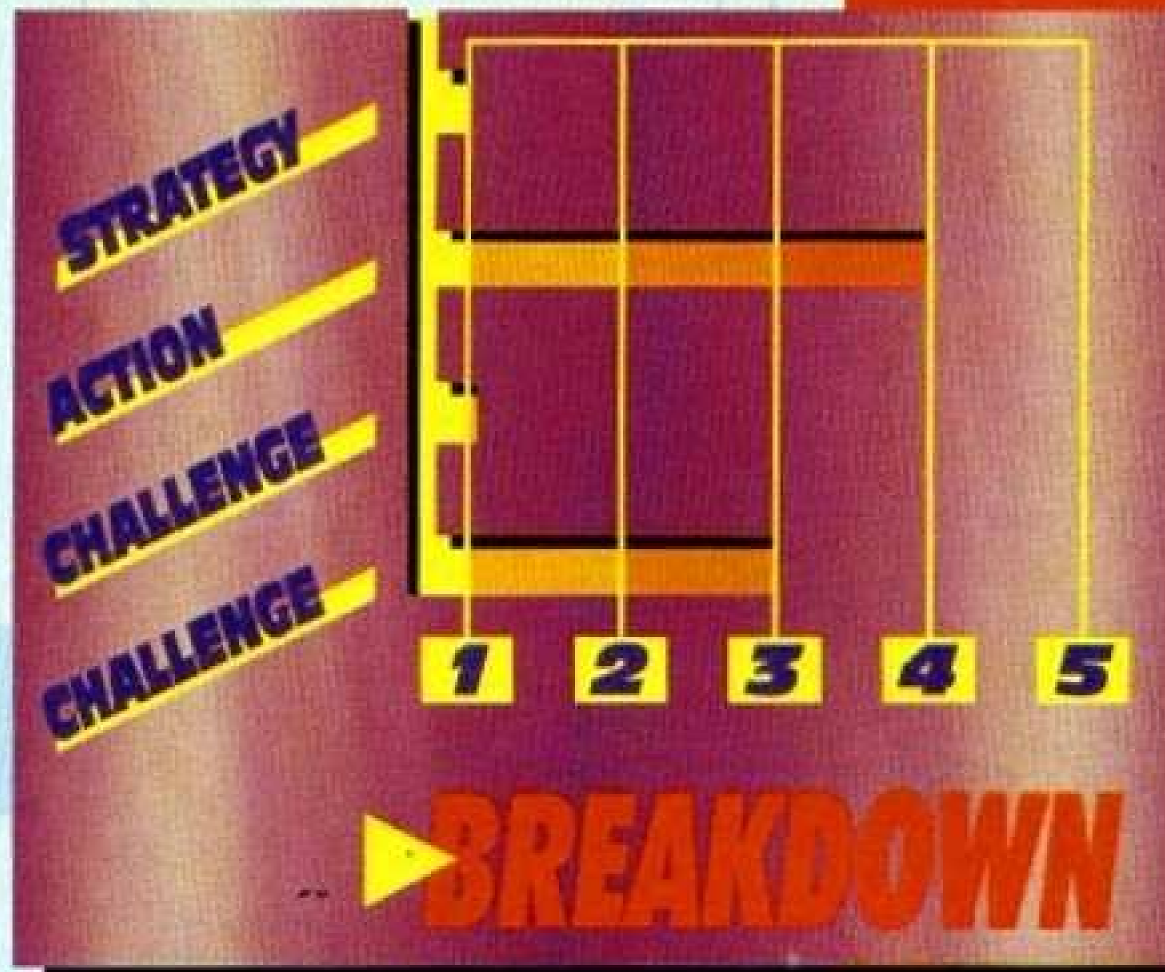


COMMENT

RAD

Spider Man in platform game shock! Who'd have thought Spidey would appear in yet another example of this not-at-all-heavily-overworked genre? Not this senior staff writer.

The real question of course is whether or not this game has anything which we haven't already seen a million times. Well, yes and no. The wallcrawling idea is great, but not enough is made of it. Climbable surfaces are few and far between and when they do appear there's often little reason to climb them in the first place. Likewise, the web-swinging notion could have been used to great effect, but other than in a couple of places there's no real cause to use it at all. Implemented properly these features could have led to a carnival of fighting enemies on walls, climbing through mazes and rock-hard web-swinging chases through city streets, but instead we're left with what is really a pretty standard platform game. In all honesty it's not really all that bad, in fact it's highly playable in quite a few areas, it's just that there's so much-wasted potential given all Spideys super powers. If you're interested in another platform beat 'em up, you could probably do worse than Spider Man, but bear in mind the easiness of the game before parting with your hard- earned spending cash.



PRESENTATION

81

▲Pretty smart intermissions between every level. The game screen is neat and uncluttered.
▼No options! Gnn!

GRAPHICS

74

▲Plenty of variety in the backgrounds and the animation is generally of a fairly high standard.
▼The sprites are small and lack something in the way of definition.

SOUND

71

▲The effects are alright and there's a good selection of them.
▼The tunes are bearable, but a bit weedy.

PLAYABILITY

73

▲Feirly fast-moving and responsive and not particularly fun to play.
▼The control for web-slinging is often frustrating to say the least.

LASTABILITY

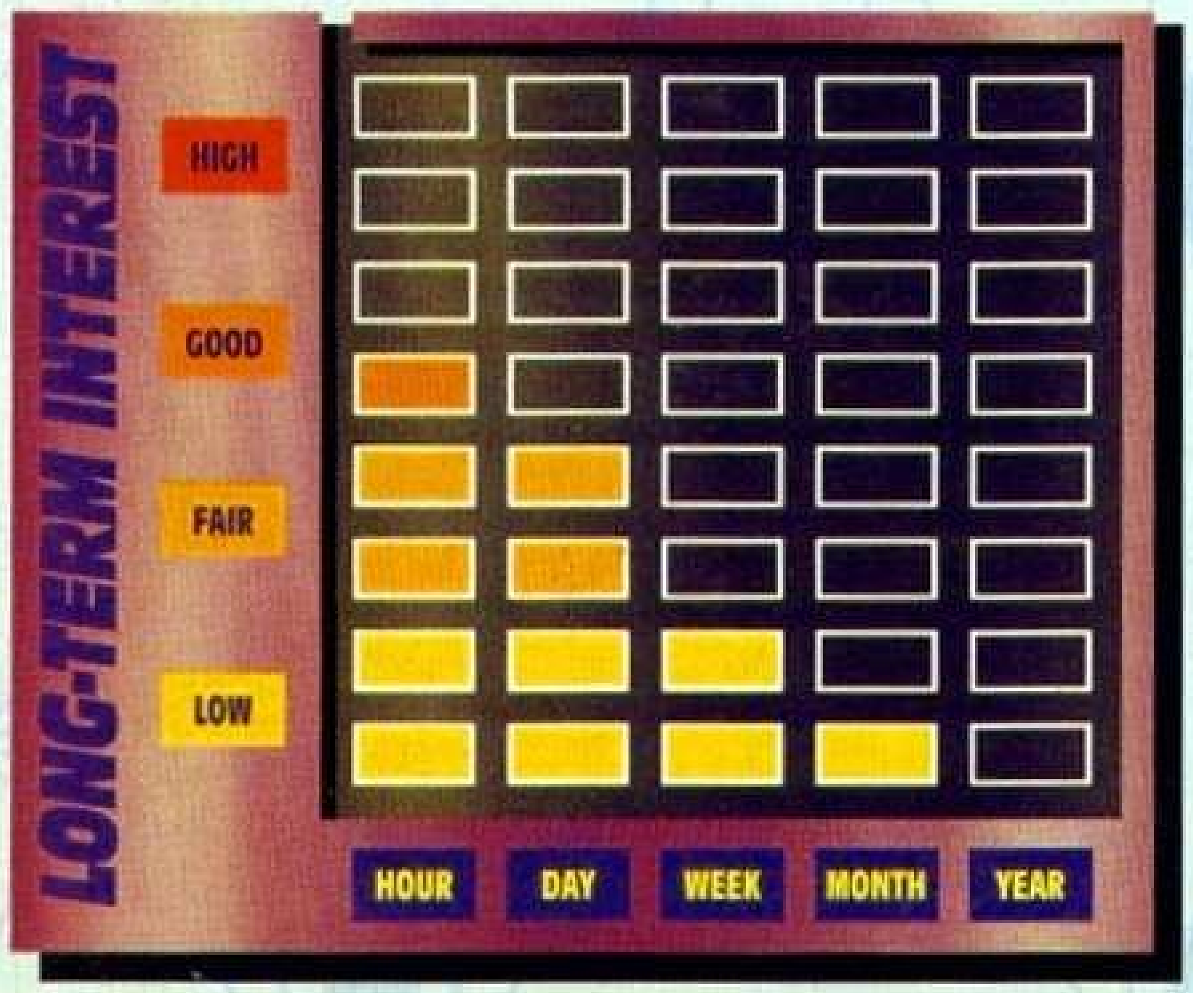
61

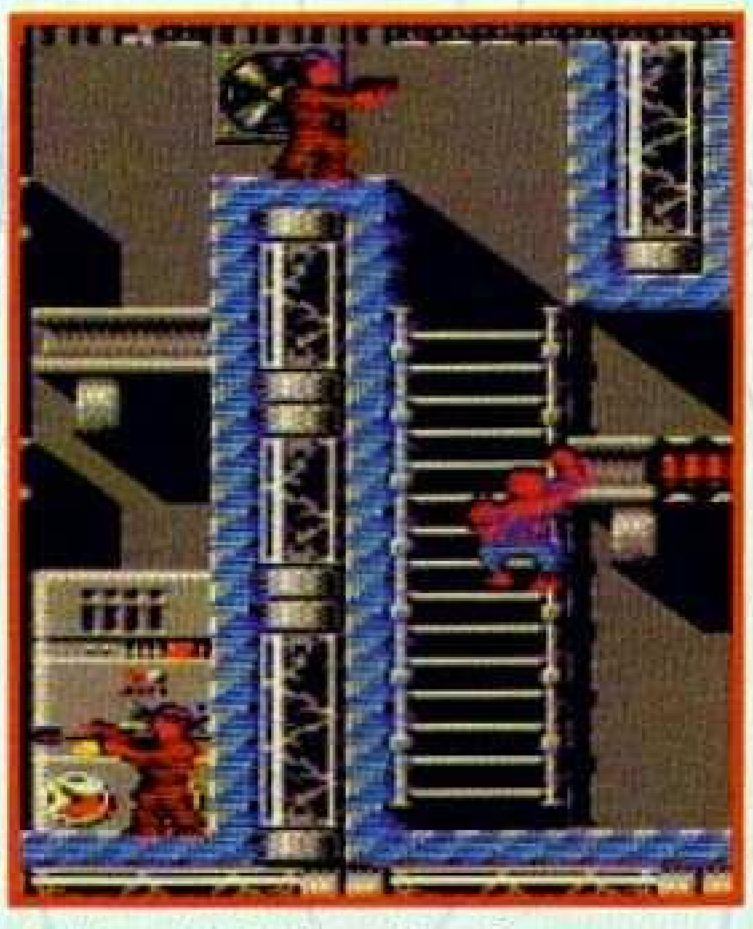
▲ Six reasonably long levels.
▼Oh dear. It's all a bit easy and most people should complete it within a couple of days or so.

OVERALL

A game which truly defines the phrase 'not bad'. However, it's not great either, and is basically only recommended to diehard Spideymaniacs only, really.

70





▲ Where is he? Where'd he go?.

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REVIEW

SUPER NES

2 PLAYER

8 MEG

PIN GAME

PRICE:TBA
BY:NAXAT

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
MODERATE

CONTINUES
PASSWORD SYSTEM

SKILL LEVELS
ONE

RESPONSIVENESS
HEAVY

1ST DAY SCORE
17,890,600

ORIGIN
Naxat are the company responsible for the most successful table to video game translations of pinball ever - Devil Crush on the PC Engine (AKA Devil Crash on the Megadrive). Jaki Crush is presented as a sequel rather than another conversion.

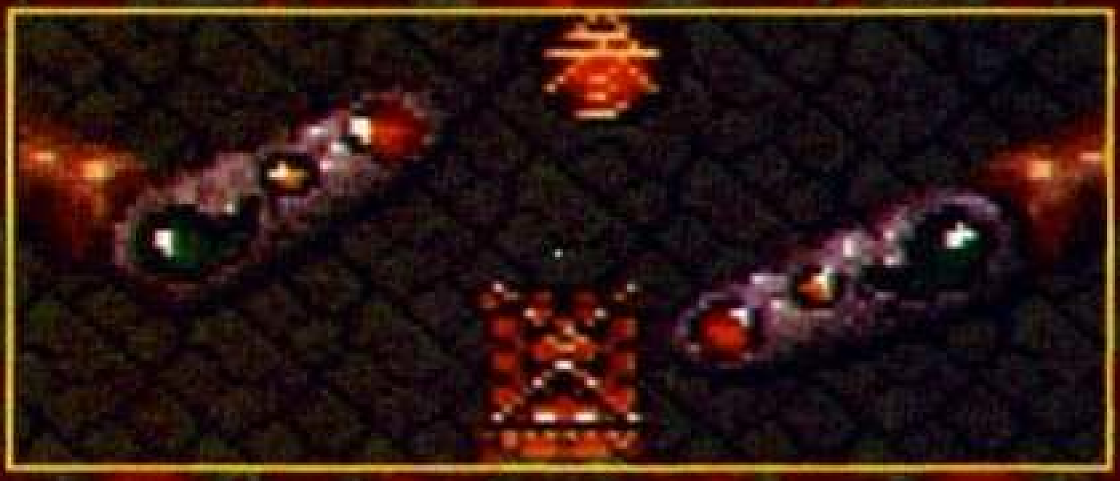
JAK CRUS

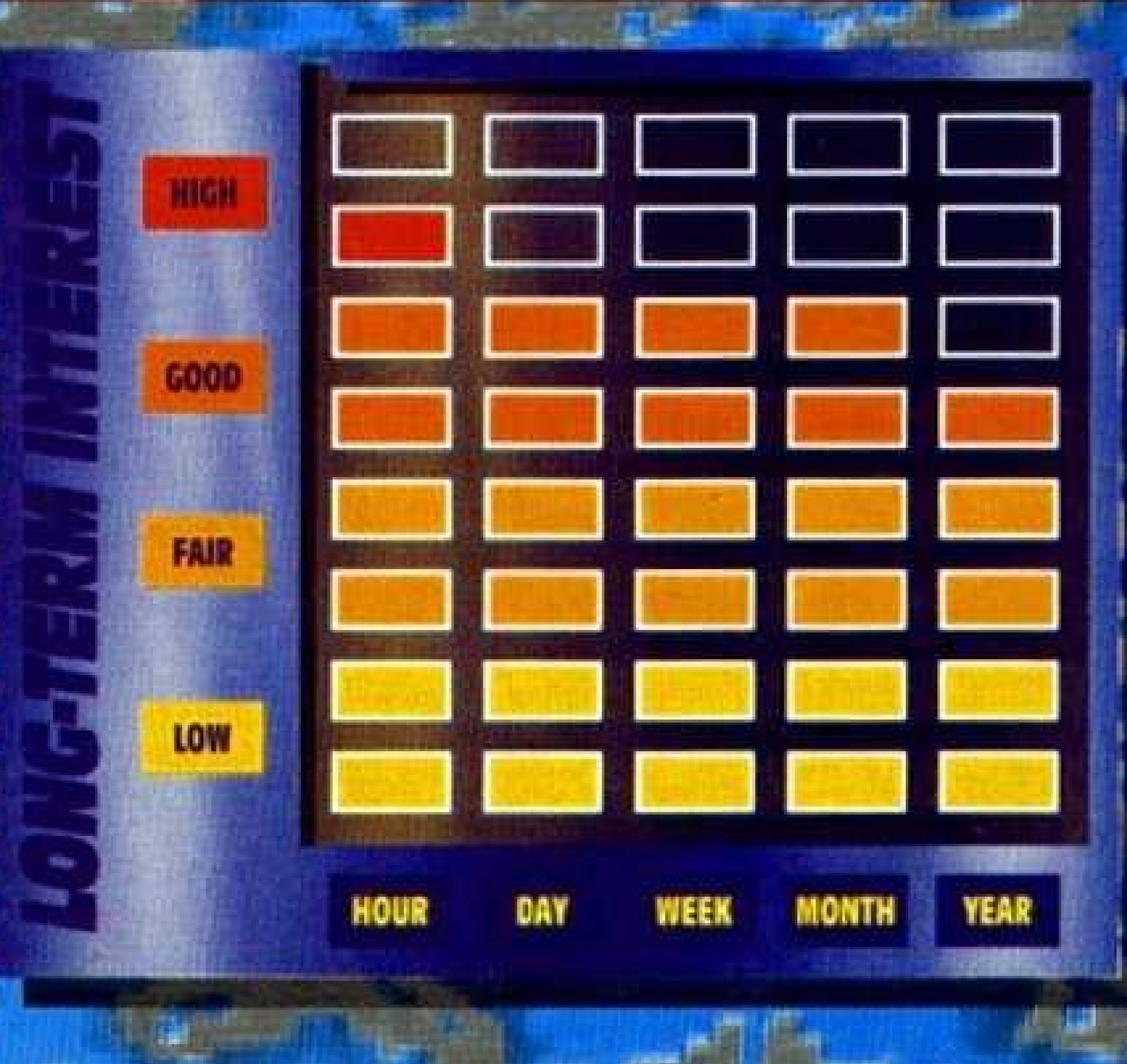
Let us consider for a minute or two the psychology of a pinball wizard, the mystical properties of which confound all possibility. This quality extends to their finger tips which, in turn, also defy the laws of physics. Not everybody has such powers, though, or we'd all be clocking up scores of five hundred million and we'd *all* be cool. Instead your everyday 'mere mortal' blows fifty pee on a game where the ball runs around the perimetre of the course, before dropping straight down the middle. The likes of a multi-ball game or coming close to making the high-score hall of fame, are something which only would-be Roger Daltrys (ask your mum) will ever see.

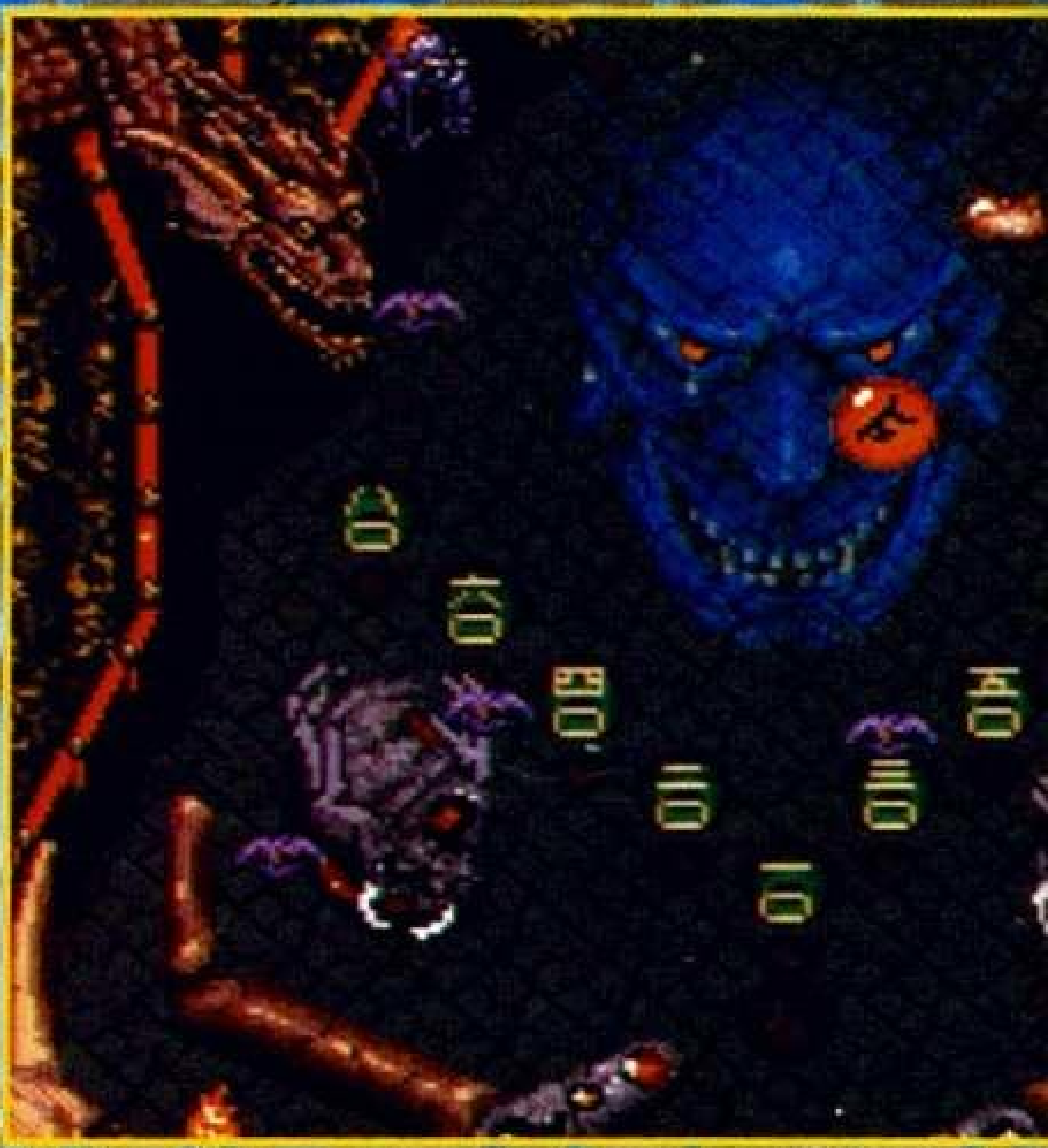
Well no more! Now that Jaki Crush is here the secrets known to the practitioners of pinball sorcery are just waiting to unfold before our very eyes and, in the comfort of our own homes, Super NES owners may well just have the chance to develop this kind of ESP and become learned in the lore of the silver ball.

BLOCKY PUZZLE

The question of how to prevent the ball from sailing right through the centre of the flippers all the time is easily answered. At the left-hand side of the lower table sit three purple imps. They crouch in the shadows until the ball disturbs them into action. When the last of the gruesome trio is destroyed a miniature tower appears between the flippers and acts as a ball stopper.





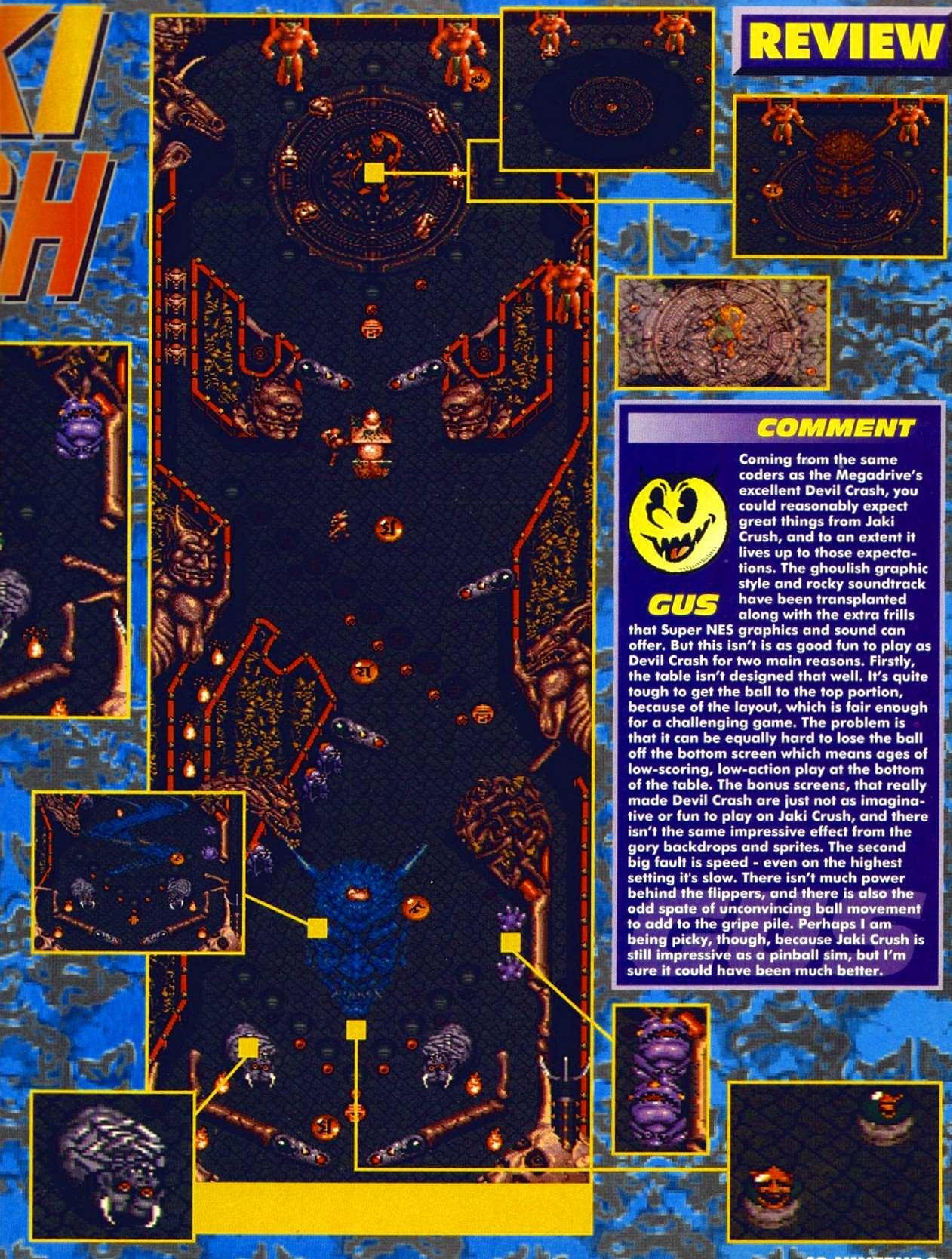


▲ ***Completion of a bonus stage will endow the ball with special powers. For instance, a red ball scores double!***

SATAN SPAWN — THE CACO-DEMON

Situated in the centre of the lower half of the table is Jaki Crush's resident ghoul, source of intrigue and supplier of fiendish frivolity. As the many puzzles of the table fall into place old horny face remains grinning in an insubstantial state until the blob of quicksilver that traverses his forehead gets bounced a few times - then the real fun starts! Its demonic features twist and turn, courtesy of the Super NES' Mode 7, then gel into a more vivid state. Fire the ball into its mouth and the ghoul dissolves, reappearing at the top of the table where a further series of carefully directed shots dictate the next stage of the ghoul's development. After five steps along its evolutional ladder the ghoul ends up looking very ugly but these changes provide different opportunities for the player at every stage.

KI SH

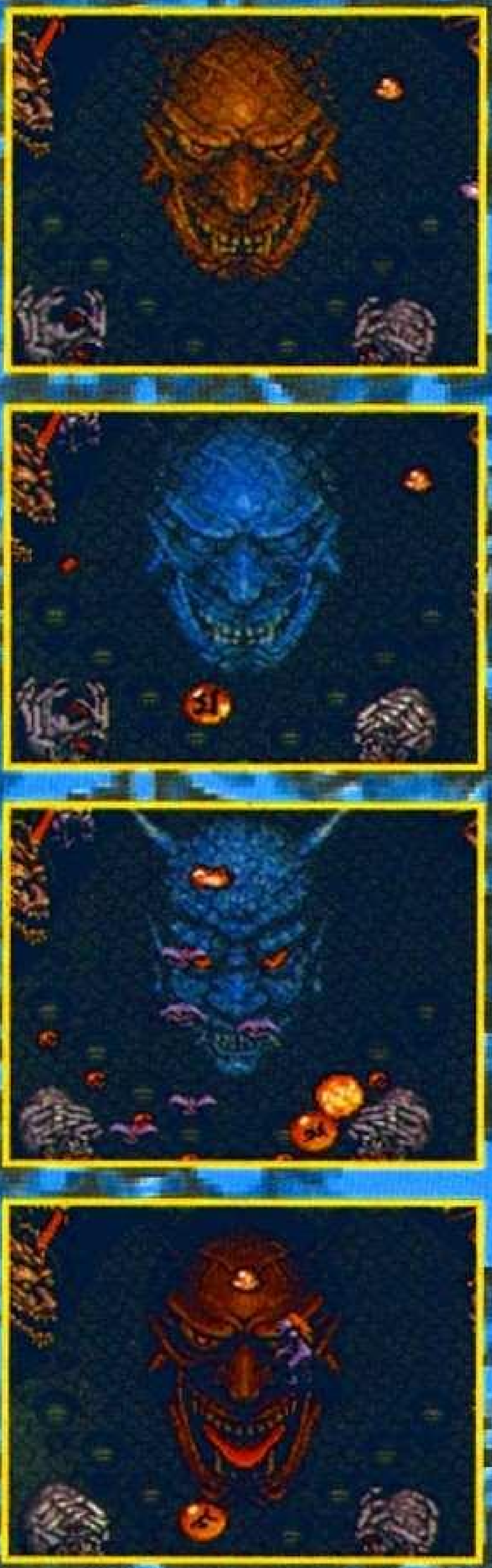


COMMENT

GUS

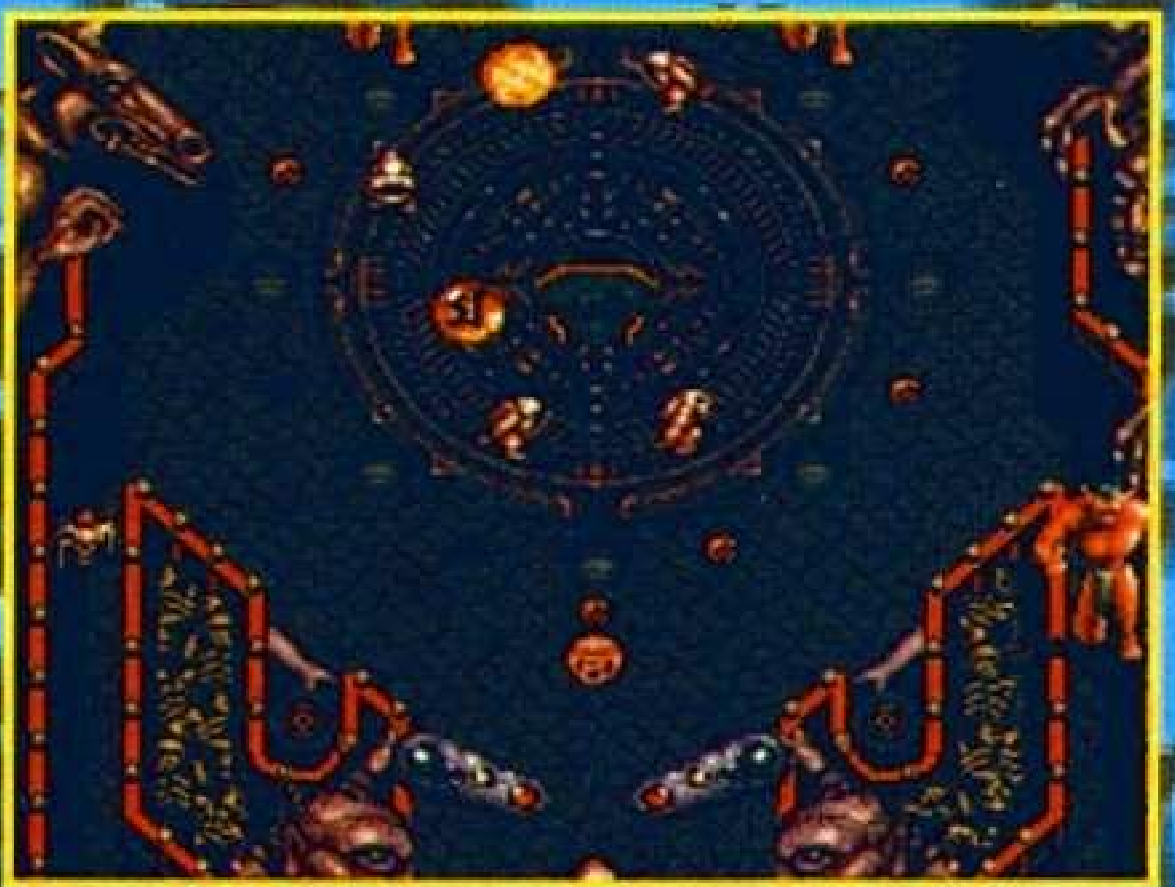
Coming from the same coders as the Megadrive's excellent Devil Crash, you could reasonably expect great things from Jaki Crush, and to an extent it lives up to those expectations. The ghoulish graphic style and rocky soundtrack have been transplanted along with the extra frills that Super NES graphics and sound can offer. But this isn't is as good fun to play as Devil Crash for two main reasons. Firstly, the table isn't designed that well. It's quite tough to get the ball to the top portion, because of the layout, which is fair enough for a challenging game. The problem is that it can be equally hard to lose the ball off the bottom screen which means ages of low-scoring, low-action play at the bottom of the table. The bonus screens, that really made Devil Crash are just not as imaginative or fun to play on Jaki Crush, and there isn't the same impressive effect from the gory backdrops and sprites. The second big fault is speed - even on the highest setting it's slow. There isn't much power behind the flippers, and there is also the odd spate of unconvincing ball movement to add to the gripe pile. Perhaps I am being picky, though, because Jaki Crush is still impressive as a pinball sim, but I'm sure it could have been much better.

REVIEW



▲ The many faces of the Caco-demon are gradually revealed when you strike the strange gelatinous blob moving nearby.

▼ Shoot the ball towards the ducked figure in the center, to reveal a bonus stage warp tunnel!



GAINING ENTRY

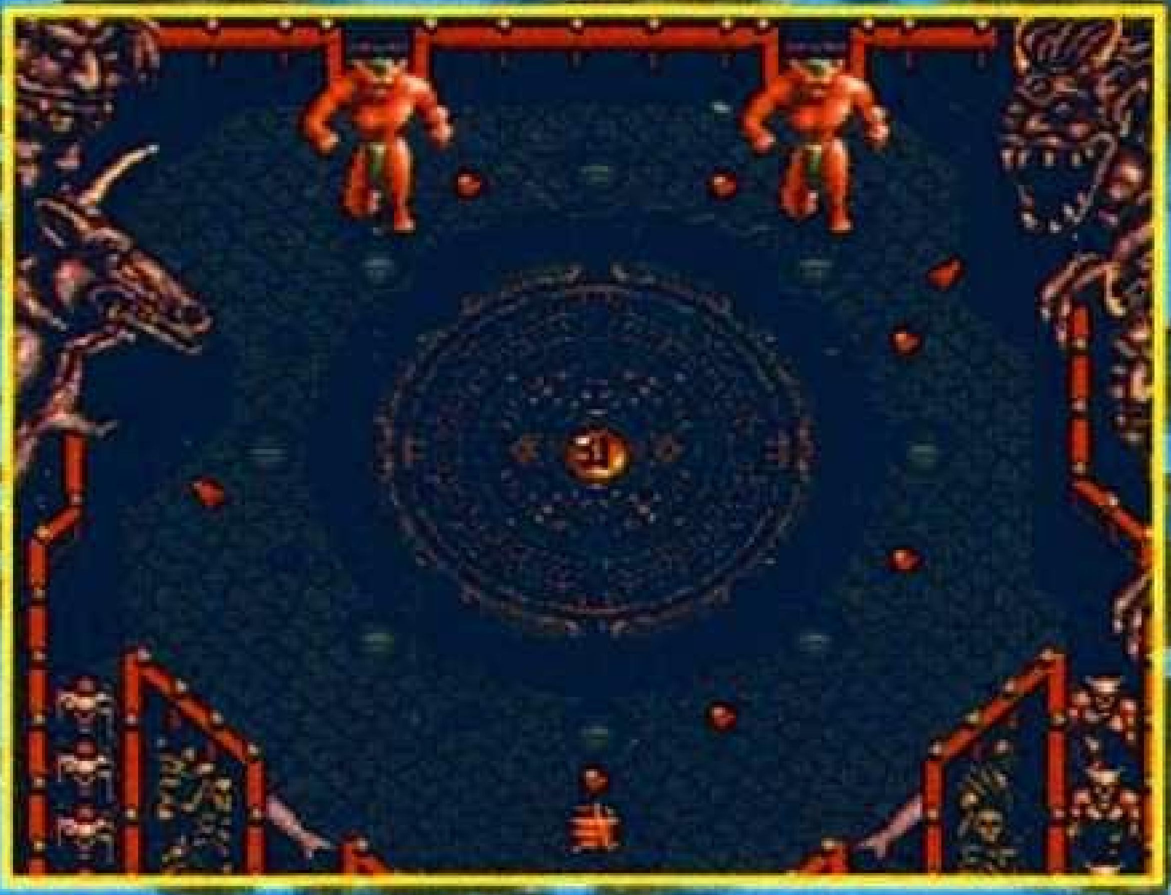
Gaining access to the many bonus stages hidden within this table's innards is done by smacking the ball against a significant number, or pattern, of objects which causes the entrances to open. Such entrances are indicated by brightly lit green or red arrows.

God of Thunder: High above ancient Tokyo the thunder god rumbles his red, lardiness into a frenzy, laying the thunderbolts on thick and fast. What he needs is a smack over the head to snap him out of it.

Ice Imps: Two enormous, disfigured heads spit frozen imps onto the play field. After smashing their frozen enclosures the refrigerated hobgoblins run about in an effort to get warm. This gives the player an excellent opportunity to roll over them. Cackle!

Inferno: Amid the blaze, surrounded by two magnificent Fire Dragons, lurk two faces wearing heated expressions. Smack them about a bit to clear this stage.

The Five Faces of Evil: Space Invaders revisited with the classic transformation from beauty into beast taking place in the background, depending on how skilled the player is of course.



▲ Hitting the warp tunnel will cause the platform to plummet towards one of Jaki Crush's mysterious bonus stages.

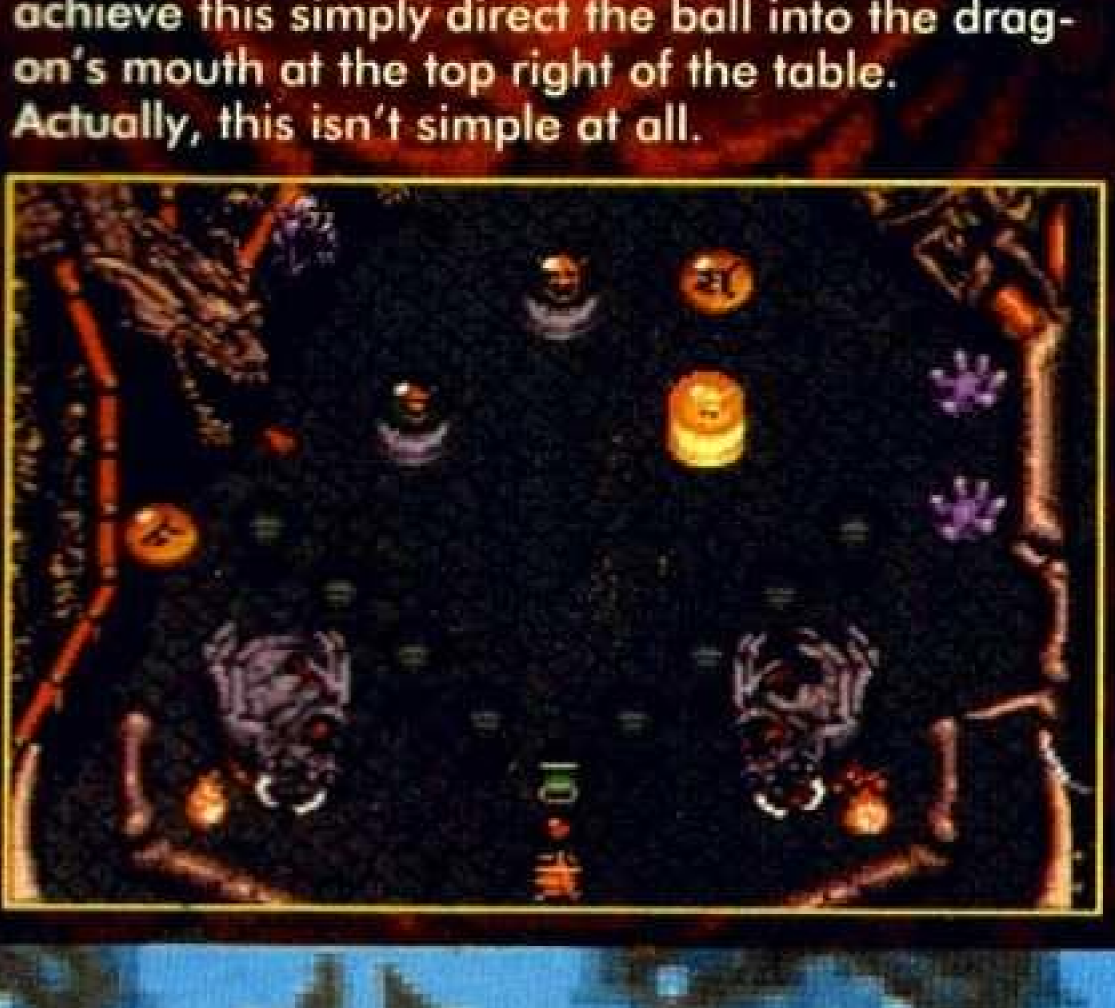
How To Control Control over the left flipper!

A	CONTROL OVER THE RIGHT FLIPPER AND THE PLUNGER	X	NO FUNCTION
B	NO FUNCTION	Y	NO FUNCTION
L/R	TILT	S	**START:** STARTS/PAUSES GAME **SELECT:** ACCESS PASSWORD

How To Play Use the flippers to work wonders with the silver ball. Get millions of points by bouncing it off the variety of obstacles, access the bonus stages and perform the kind of tricks that Merlin would give his right arm for.

MULTI-BALL BALLISTICS

By flipping the ball into the dragon's mouth at the top-left of the table, a heavy fog appears. At this point it is possible to gain an extra ball for a multi-ball bonus points extravaganza. To achieve this simply direct the ball into the dragon's mouth at the top right of the table. Actually, this isn't simple at all.

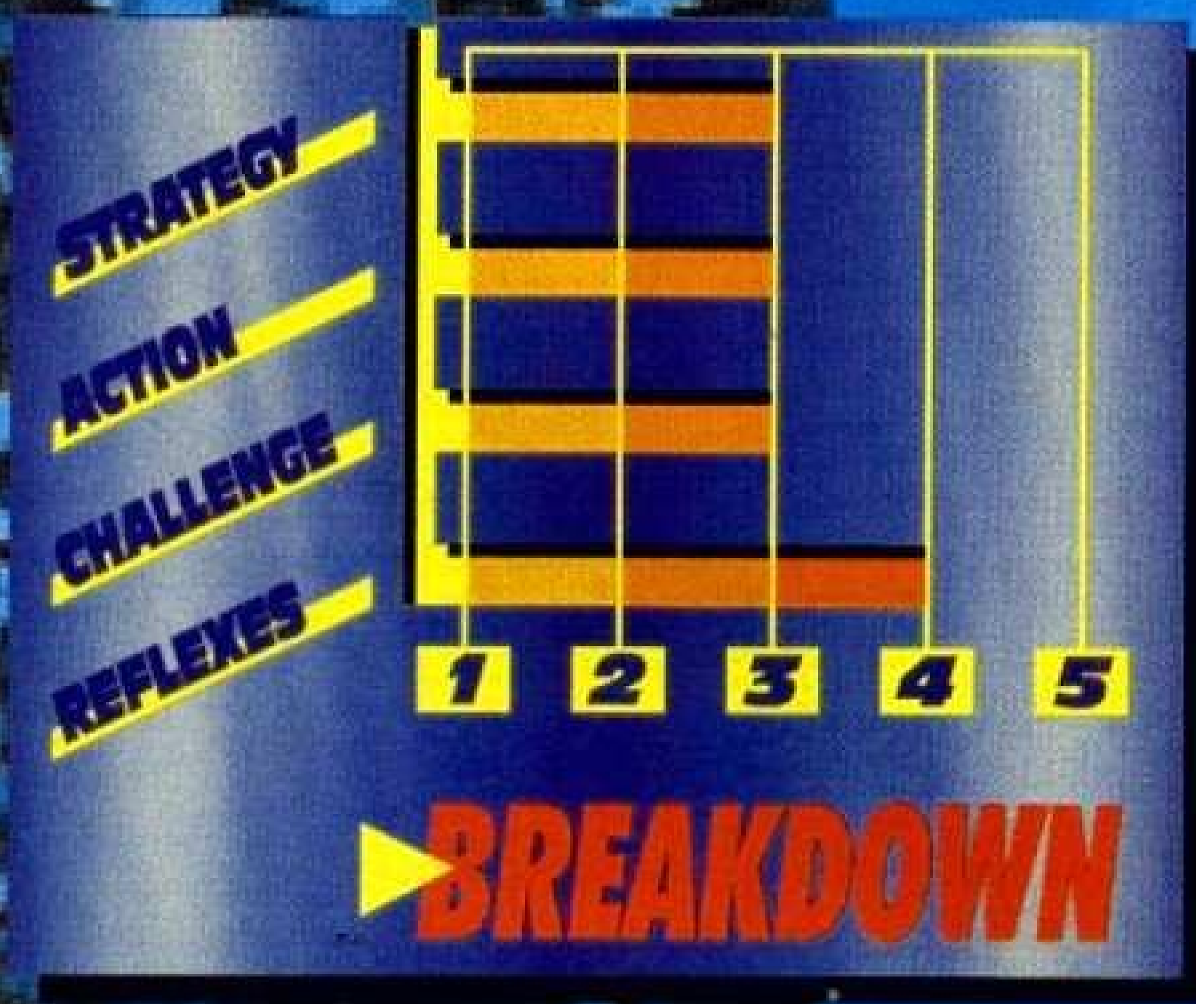


COMMENT

PAUL

The thing with pinball is that a good table becomes more exciting as a player's skill improves. To a large extent Jaki Crush lives up to this tradition and gives as good as it gets, rewarding the better players with some incredible-looking bonus stages and hopeless pinball losers with frustrating, five second disasters. Beginners at this game are likely to meet with disappointment for the first few goes until everything starts to fit into place, at which point Jaki Crush really starts to deliver the goods. There are some very striking bonus screens to perfect but it is the ghoul's face that peers out from the lower half of the table that impresses the most. This apparition, especially, is the best example of how a skillful player can get the best from Jaki Crush - its many forms only becoming apparent if all the right actions are triggered and the ball kept in play constantly to reveal every last secret. It is this that I find the most appealing aspect of Jaki Crush. There are some minor faults, the mysterious ghost like flipper which allows the ball to pass straight through it and the times when the ball acts in an unexpected, unconvincing way. Still I enjoy playing this game enormously, especially when competing against another player, and I reckon that pinball experts will find that it sets a good standard for any other pinball sims to come.

RATINGS



PRESENTATION

78

▲ An intimidating title screen of the central character that rumbles: "Jaki Crush" quite well considering his misshapen excuse for a mouth. There are also a variety of ornate bonus round-up tables.

GRAPHICS

91

▲ The table's central character that shifts and changes astounds and amazes. Most of the bonus screens are a source of wonder. Every area of the table is imaginatively designed and finely detailed.

SOUND

89

▲ A rousing, quality soundtrack persists in the background as the many doom and gloom, thoomy samples boom away to great effect. The majority of the music in the game makes creative use of the Super NES capabilities.

PLAYABILITY

87

▲ On the whole, this is a flawless table and rewards great skill with much excitement.
▼ Pinball isn't every body's idea of a great video game and new-comers may find the going frustrating at first.

LASTABILITY

89

▲ Perfecting every last bonus screen and extracting the most that this table has to offer takes a long time.
▼ Defeatists may give up after a few disappointing games or even just lose interest.

OVERALL

86

The first pinball game for the Super NES is a success because of its superior playability and depth, stunning graphics (in places) and sounds. Yet it isn't quite perfect because of some small quirks in the program.

Q+A

READER SYSTEM

Exploding vests. Nylon swivelling shirts. Golden flashing pants. He has none of these, but Jazza does have some special answering trousers and they're about to be put into use because it's questions and answers time. The supplier of such queries are you, and the replies are donated by Jazza, the man in the know. If you've got anything you want to ask, write in to: I HAVE A LUCKY GLASS PIG WITH A FIVE PENCE INSIDE ON MY DESK Q+A, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Q

DUB

Dear Jaz
Please could you answer these questions for me?
1. Will these games be out for the Super NES: Snake, Rattle 'n' Roll, Street Fighter I, Rescue Rangers, Felix the Cat, The Gladiators, Splatter House II?
2. Is there going to be an F-Zero II?
Christopher Tuppen, Seaford, East Sussex

A

JAZ: 1. Yes, but not as Snake, Rattle 'n' Roll, no, no, yes, yes, no. 2. I've heard a rumour that there is, but at the moment it's only a rumour - I'm chasing up hard facts as I speak.

Q

FLAN

Dear Jaz
I have a few questions which need answering!
1. Is there going to be any more Mario-related japery on the NES?
2. Where can I get a replacement joypad from?
3. Why have most mail order companies stopped selling the NES?
4. What is the best footy sim on the NES?
5. Are you going to review Nigel Mansell's Grand Prix?
6. Are there any decent competitions going to be appearing in your mag?
Smiggly, Greetland, Halifax

A

JAZ: 1. Yoshi's Cookies is almost, nearly, but not quite a Mario-related jape, but any new NES games actually starring ol' dungaree boy are a closely-guarded secret at present. 2. Most good shops sell a variety of replacement joypads and joysticks. 3. Demand. 4. Kick Off I suppose - but it's not that great. 5. As soon as it's finished, yes. 6. Oooo yes. Keep watching.

▲ Zelda - definitely better than Sim City and coming to a Game Boy near you soon!

Q

MIX

Dear Jaz
Please could you answer these questions?
1. Is there going to be a Zelda game for the Game Boy?
2. Which is better: Sim City or Zelda III?
3. Is Super Soccer better than Super Kick Off?
4. Is Golden Fighter better than Rival Turf?
5. Any info on Mario V?
6. Any info on the colour Game Boy?
7. Is there going to be a Wayne's World game?
8. Are you a pleb?
Forgot to write his name!, Dublin, Ireland

A

JAZ: 1. Yes. 2. Zelda III. 3. Yes. 4. No. 5. No. 6. No. 7. Yes. 8. No.

Q

RAGGA

Dear Jaz
Please answer my questions on the Super NES.
1. My friend has a Jap SCART Famicom and uses it on a UK TV that has a SCART socket. He says that Street Fighter II on his Famicom runs at the same speed as the arcade. Is this true?
2. My TV has a SCART socket but when I use my English Super NES with the SCART lead it doesn't work. Why is this?
3. Is there an adaptor to play US/JAP games on the UK Super NES that only has one socket instead of running two games through it?
4. Does the US SCART Famicom run at the same speed as the Jap SCART?
5. How much does it cost to get a UK Super NES internally converted to run all carts?
6. Is there a PAL 1 lead that can be used to run a SCART Famicom through the TV? If so, how much does it cost?.
7. When the Super CD-ROM comes out in Japan will it work on a Jap Famicom in the UK?
Stephen Chard, Surrey

A

JAZ: 1. Yeah, almost. Japanese Super NES Streetfighter II runs ever so slightly slightly slower than the original coin-op - you can hardly notice the difference, though. 2. I'm not sure to be honest. Not a very good answer, I know, but I've never had problems with mine. Are you sure you're connecting the wires properly? 3. No. 4. Yes. 5. I'm not sure - ask around, but don't forget that if you do get your machine fiddled with, you can kiss goodbye to your warranty. 6. No. You need to get your machine properly modified to run Japanese machines on a UK TV. 7. Yes, it should do - but it won't work with an official UK SNES.

Q

MEKANIK

Dear Jaz
Now that I have completed all 96 levels of Super Mario IV there is still something puzzling me. Why, on my cart, does the level number only turn blue once you have all 96 levels but, on my friend's, it stays the same colour except the number gets smaller and a smaller star appears in front of it?
2. Is it also true that Chuck Rock II, Son of Chuck, will be appearing on the Super NES cos I've completed Chuck Rock and I liked it very much!
3. Will there be a Batman game coming out for the Super NES?
4. When will Alien vs Predator be coming out?
5. Which is better, Mario Kart or Super Star Wars?
Gareth Jones, Hamilton, Scotland

A

JAZ: 1. That's the difference between a Japanese import version and an official version. 2. Chuck Rock is out now - Chuck Rock II is a long way off. 3. Yes - Batman Returns will appear later this year from Konami. 4. It's out on import now but is complete garbage - see our short review for more details. 5. Both are excellent, but Mario Kart is a brilliant two-player game.

METAL

Dear Jaz

I would be grateful if you could correctly answer these two questions;

1. Can the mouse supplied with Mario Paint be used for other games?

2. Will there be other games coming out for the Super Scope, if so when?

J Rattray, Perth

JAZ: 1. Yes, some new games will be mouse-compatible. 2. There are four in the pipeline that I know of: T2: The Arcade Game, X-Zone, Bazooka Blitzkrieg and The Hunt for Red October.

SLIK

Dear Jaz

Please will you answer a few questions for me?

1. A git that I know says the the English version of Mario Kart is much faster than the American version, is this true?

2. Will the Super NES version of Sensible Soccer be as excellent as the Amiga game?

3. Why don't you write about me at the start of the mag as you did when it used to be MEAN MACHINES?

Dwayne Minton,
West Wormwood

JAZ:1. No. 2. According to Jops of Sensible Software, it will be. 3. Because I didn't want to inflict your sheer revoltingness on NMS readers.

▲ Mario Kart action live from Morecambe sands.

SLIDE

Dear Jaz

Would you please answer my four questions?

1. Is there any chance of Kid Icarus coming out for the Super NES?

2. Which of these games are the best for the Super NES: Mario Kart or Super Mario World?

3. Is there any notice of any finished games coming out for the Super NES?

4. Is Star Trek coming for the Super NES? If yes, when?

Wayne Turner, Kirkby

JAZ: 1. No. 2. Kart for two players, World for single players. 3. Yes - read the book on the front of the magazine. 4. No news as of yet.

PHASE

Dear Jaz

I have a few questions which I think that no-one else has asked, but cannot be sure, and would like you to enlighten me:

1. Will Lucasfilm Games (Lucasarts Entertainment) give any licensing agreement to Nintendo, for the Super NES, to bring out any of the Lucasfilm games such as The Secret of Monkey Island I or II and Loom?

2. Will we see the likes of Wing Commander II - Vengeance of the Kilrathi (by Origin) or Wolfenstein 3D (by ID Software) on the Super NES as the Mode 7 would cope very well with the latter.

3. Since it is the Championship Edition of Street Fighter II that will appear on the Megadrive, is that only because they could not fit 16 megs of high quality everything and the championship features into the Super NES' version?

I hope to see my questions in one of the next issues so that all Lucasfilm fans can sleep at night!

Nathan Simmonds, Quorn, Leicestershire

JAZ: 1. At the moment the games you're talking about are scheduled to appear on Mega CD. If they're likely to appear on Super CD-ROM I'll let you know. 2. There aren't any plans to convert them at the moment. 3. No.

CLUB

Dear Jaz

Congratulations on a brill mag, please answer the following questions:

1. Will you ever do another video?

2. Will you ever bring out a file to keep your magazines safe?

3. If the Super NES CD can play movies from CDs will the Mario movie come out on one?

4. In the future will you ever change your magazine to a CD?

5. Will Nintendo ever bring a pack out with Sim City, Sim Earth and a mouse for the CD?

6. How come you don't sell T-shirts?

David Tems, Bury, Lancs

JAZ: 1. If we think a game deserves that sort of coverage, yes we will. 2. We're looking into it at the moment. 3. I doubt it very much. 4. Nah. 5. Again, I doubt it. 6. We do! Doh!

▲ Quick, someone stop him - He's shooting the Turtles' grandad!

ECHO

Dear Jaz

Could you please answer my questions:

1. When will Super Star Wars come out in the UK?

2. Is Mr Nutz any good?

3. Could you tell us more about Battletoads on the Super NES?

4. Is Super SWIV the best shoot 'em up on the Super NES?

5. Will Rival Turf II be previewed soon?

Finally do you think there will be a football game from Nintendo that'll be any good?

John Dunstan, Ashton-Under-Lyne, Lancashire

JAZ: 1. Next month. 2. It's looking pretty good. 3. You haven't explained what you want to know. 4. No. 5. Hopefully within the next couple of months.

TECHNO

Dear Jaz

Please could you answer the following questions for me?

1. Is Street Fighter II coming out for the Game Boy and, if so, what is the release date?

2. Which of the following games are coming out on Game Boy: Final Fight, Lemmings, Robocop III, F-Zero, Super Mario Kart, Contra Spirits and any Zelda games?

3. Do you have any pictures of the original Street Fighter. Could you show them, if possible?

Ryan D'Cruz, Ilford, Essex

JAZ: 1. No. 2. No, yes, no, no, no, no and yes. 3. Yes, but I'm not getting them out because they're in a special file at my house.

Q+A

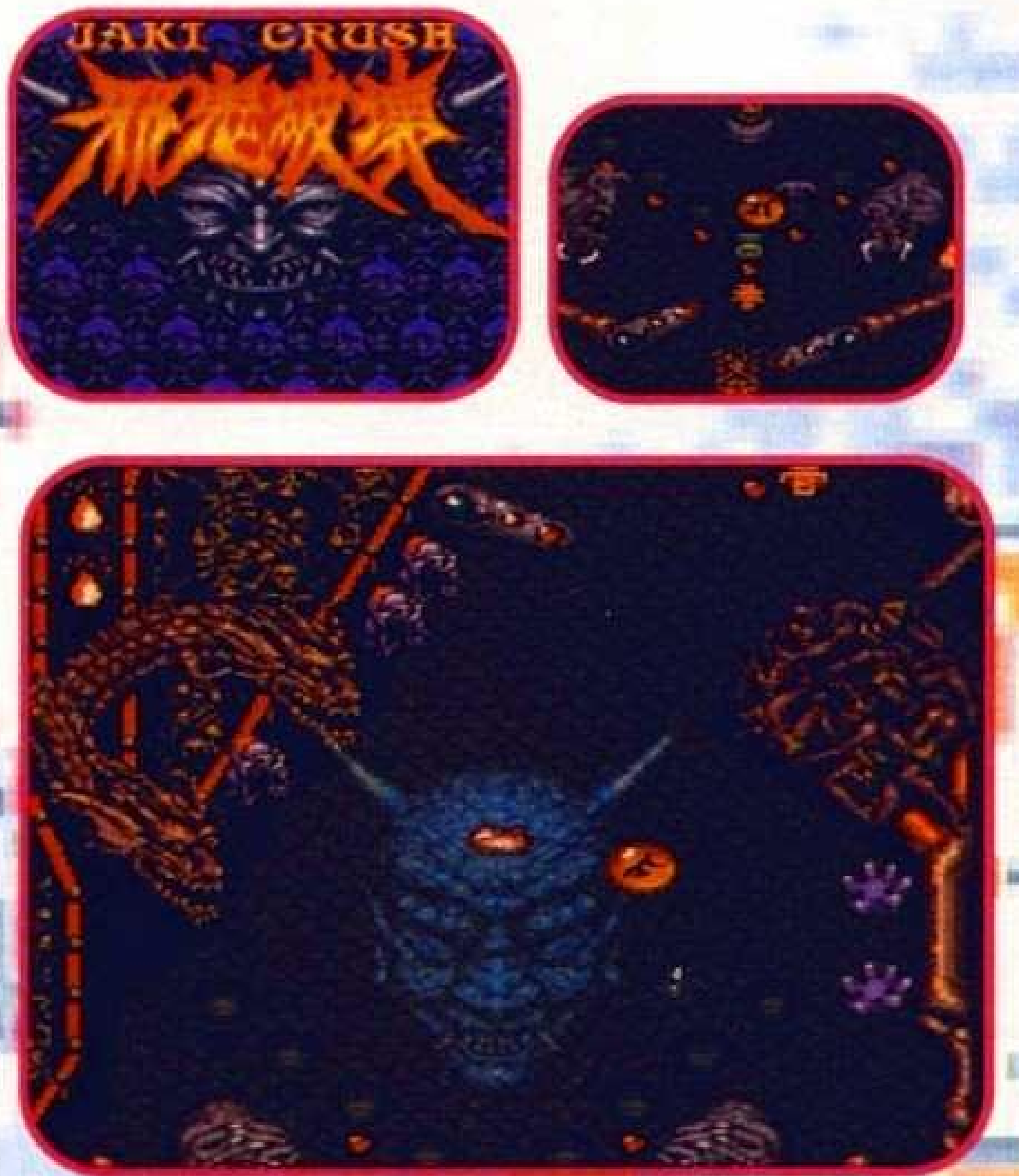
READER SYSTEM

HOUSE

Dear Jaz
Please answer these questions:
1. Is there a Pinball game available, or in the pipeline, for the Super NES. If so, when will it be released?
2. I was thinking of getting a Spellbound adaptor and one of my mates said that it might damage my Super NES internally. Is this true?
3. Also, in issue twenty-three of Mean Machines, you showed the Apollo Pro Joystick but you said it was only available for SCART machines, so I was wondering if there is an adaptor that would let me use the Apollo Pro on my UK Super NES?
Phillip Andrews, Abingdon, Oxon

JAZ: 1. Jaki Crash, the only Super NES pinball game currently in existence, has only just been released in Japan. There is no official date as yet. 2. Yes. Prolonged use can blow the fuse in the SNES. 3. No.

▼ That deaf dumb and blind kid, sure plays a mean pin ball, dada da da danaah (This was Tom's idea!)



YUNA

Dear Jaz
I would appreciate it if you would answer these questions:
1. If you have an English Super NES the screen gets squashed, but does using the free SCART lead unsquash the screen?
2. Is it possible to get a back issue of Mean Machines (No 23) as I would like to get hold of the excellent free Street Fighter II cards?
3. In issue one of NMS you said fighting Sheng Long was impossible, but in Zone magazine it says it is possible and it has been done and Sheng Long has been beaten. What's going on?
4. Any chances of a Street Fighter III?
Aaron Paul, Seaview, Isle of Wight

JAZ: 1. No. 2. No. 3. Zone are talking out of their backsides. He does not exist - he was a hoax made up by the US mag EGM. It was a great scam - as is evident by the fact that you still have sad, shambling journalistic donuts claiming that it's true. Doh! 4. Most certainly.

DEMIX

Dear Jaz
I have a few questions which I hope you can answer.
1. In the instruction booklet for Sim City it says that the battery lasts for five years. Is there any way of recharging it?
2. I heard that Super Mario Kart has been specially programmed so that it's just as fast as the American version, even though a UK Super NES runs 17% faster. Is this true?
3. I read in CVG that there's a cheat to turn Street Fighter II into Champion Edition. Is this true and, if so, what is it?
Jim Hellwick, from somewhere...?

JAZ: 1. No. 2. It does run much faster that you'd expect it to - but still isn't quite as swift as import versions. 3. There has been a lot of talk about this, but at the moment there isn't one, and I'll continue to say this until I actually see a cheat working before my very eyes.

GARAGE

Dear Jaz
Please could you answer the following questions:
1. Are there any plans to bring out Street Fighter II CE on the Super NES?
2. Will there be a Game Genie coming out for the Super NES and, if so, what price will it be?
3. Can you recommend a good golf game on the Super NES?
4. Are there any plans to bring out an NES convertor allowing you to play NES games on the Super NES?

JAZ: 1. Not at the moment. 2. Yes - I'm not sure about the price. 3. Irem Skins is the only one that's halfway decent. 4. There is a company working on one as we speak - we'll have more news in a future issue. 5. Starfox.

REVERB

Dear Jaz
Please can you answer these questions?
1. When will the five or four-player adaptor come out for the Super Famicom?
2. How much will it cost?
3. Will Super Formation Soccer be released as a four-player game like it is on the PC Engine?
4. Please can you tell me what four-player games will come out for the Super Famicom apart from Bomberman.
Dil Nel Low Mo, London

JAZ: 1. Not sure - it's only just been released in Japan (and it's a four-player adaptor by the way). 2. Dunno mate. 3. No. 4. There are none that I know of at present.

BACKBEAT

Dear Jaz
I would like you to answer some questions about the Super NES.
1. Will Street Fighter III come out on the Super NES?
2. Will any Mega Man games come out on the Super NES?
3. Will Zool on the Super Nintendo have all the levels the Amiga has?
4. You said Rival Turf II was by Capcom, when it's really by Jaleco!
5. Do you think that Mario V will be a simultaneous two-player game like Sonic II?
6. Can you tell me which fighters out of Street Fighter II will be in Street Fighter III?
No Name, No Address

JAZ: 1. Could do. 2. Hopefully, yes. 3. Apparently, yes. 4. Doh! 5. Only the programmers know at present. 6. No, I'm not telling.

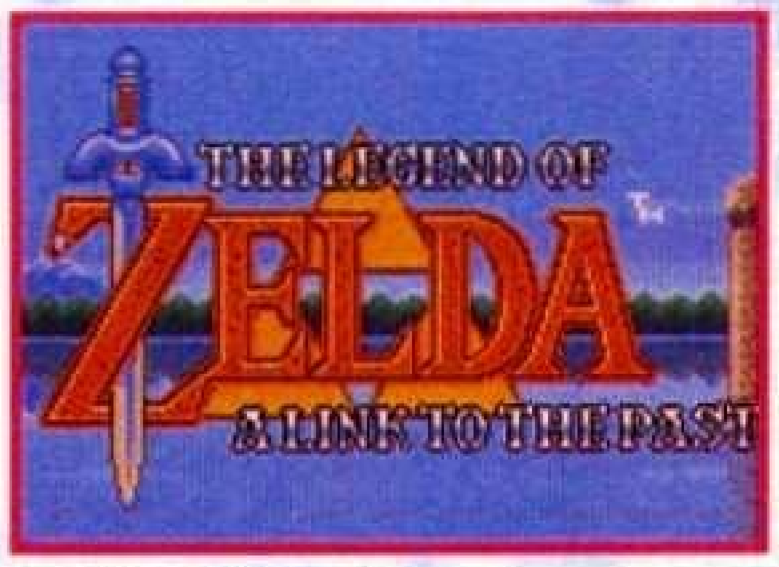
VERSUS

Dear Jazza

I'm sick of people writing in asking the same boring questions, but don't think it's going to stop because I need some info on some topper software, so away we go!

1. How would you rate the following Super NES games: Legend of the Mystical Ninja, Caveman Ninja, Pilot Wings, Actraiser and Krusty's Super Fun House?
2. How many Megabytes is Mario IV?
3. Which game takes longer to completely finish: Zelda III, Mario IV or Actraiser for the above-average games player?
4. What, on Street Fighter II, does blood type mean?
5. What is the point in a special KO?
6. Would you like to swap a copy of Bart's Nightmare, when you get it, for Castlevania IV?

Adam Houlston, Shrewsbury, West Midlands



▲ Zelda - still better than Sim City and, apparently on its way to the Game Boy soon. Wow!

JAZ: 1. Personally I'd rate 'em 81%, 72%, 88%, 92% and 90%. 2. It's 8 megabit. 3. Zelda III. 4. Well, it's the type of blood that would flow through their veins should they be real people. 5. What is the meaning in that question? 6. No. By the way, Shrewsbury is in Shropshire, not the West Midlands.

BASS

Dear Jaz

I'm a bit of a Star Wars nut (or Warsie as I like to put it). Please could you answer my simple questions on my favourite trilogy?

1. Another magazine said that Star Wars on the NES was a tad on the easy side, yet Mean Machines said it was very tough. I am confused as which is right as I must know before I part with my £50.
2. Are The Empire Strikes Back and Return of the Jedi any good on the NES? When are they going to be officially released?
3. Is it true that there are another three Star Wars films coming out, the first of which is scheduled for release in 1997?
4. Pleeeeeease could you print some kind of Star Wars, Empire Strikes Back and Return of the Jedi posters as I would be eternally grateful.

Steve 'Skywalker' Oldham, Davenport, Stockport

JAZ: 1. It's pretty tough - it depends if you find the extra lives cheat or not. 2. Empire Strikes Back is a bit poor. Nothing has been seen of Return of the Jedi as yet. 3. Good ol' George Lucas has announced that a fourth Star Wars film will go into production in 1997. Hopefully he'll be sticking to his original plan, which will mean that this film will actually be part one of the nine-part series (the Star Wars trilogy was actually parts IV, V and VI) and cover the Jedi wars. Personally I can't wait... 4. Sorry mate - you'll have to join the Lucasfilm Fan Club if you want Star Wars posters.

FLY

Dear Jaz

First off I would like to praise you for what is the finest Nintendo mag in the whole consoliverse. Secondly, what with all these game shows like Jeopardy and Wheel of Fortune being made for consoles, I was wondering if there was any chance of some British shows having console versions? Do you know if any of the following are being converted and if so when: Lucky Ladders, Noel's House Party, The Generation Game, Through the Keyhole (surely a good one for CD ROM) or Bullseye? Please tell me as they are my favourite games.

Richard Clarke, Billericay, Essex

JAZ: You've got to be kidding. You have GOT to be kidding...

KICK

Dear Jaz

There's just a few questions I need answering if you would be so kind.

1. have you got any more news on the Akira game on the Super NES or NES?
2. Why aren't the screen shots as good in NMS as the ones we used to see in MEAN MACHINES?
3. Will we ever see Street Fighter III?
4. Why have all the Street Fighter II guides in other mags been so sad? Even CVG's guide just repeated what the instructions book said! Anyway, anyone with half a brain can work out their own combos.
5. Finally will we ever see these games on the Super NES: F-Zero II, WWF II, Total Carnage, Sunset raiders?

Steve Rowley, Stoke-on-Trent

JAZ: 1. An Akira game exists for NES in Japan, but it doesn't look likely it'll be released here. There is no SNES game in existence, but I live in hope... 2. It's the technology we use - but we're still working on it. 3 Yes. 4. True. 5. Hopefully, yes, yes, no.

MC

Dear Jaz

Last week I was playing the X-men arcade game and was wondering if there will be a conversion of the arcade game onto the Super NES. I know that there is a game to be released with the X-men and Spider-Man fighting evil. I hope the X-men arcade game will be converted to the Super NES format. If it is, or if there is any news would you print it in the magazine?

I have recently completed the Street Fighter II arcade game with all fighters and will soon be a proud owner of a Super NES and the Street Fighter II game. I have been talking to my friends about different endings for one fight if you complete the game in a certain way. Is there any truth in this? To finish off, I played Universal Soldier on the Super NES and I would like to complain about what a complete rip-off of Turrican it was. I just can't believe that they could give Turrican a different character and call it Universal Soldier. it just makes me go AAAARGHH!

John Cummings, Surrey

JAZ: There's no planned conversion of the X-Man arcade game at present. Regarding the different endings of Streetfighter II, your chum is correct. And what you say about Universal Soldier is true.

BPM

Dear Jaz

Please could you answer these questions?

1. When is the converter going to come out for the Super NES so I can play my NES games on it?
2. Will I be able to use Game Genie on the Super NES with the converter?
3. If there is a converter coming out for the Super NES how much will it cost?

Samantha Mitchell, Canvey Island, Essex

JAZ: 1. There's no release date as yet. 2. Theoretically, yes. 3. No price has been announced.

BREAK

Dear Jaz

I am writing to you because in the Sun newspaper dated 24th October, 1992. There was a cheat in the mega-guide saying that on the Sunken Ghost Ship in Super Mario World when you are falling down the hole if you collect all of the Dragon Coins and keep falling into the water and keep going down off the screen you can fall down a hole which leads you to level 97. Is this true and, if so, when you're in the water where about do you fall down because I keep dying! Enough of that, please can you answer my questions?

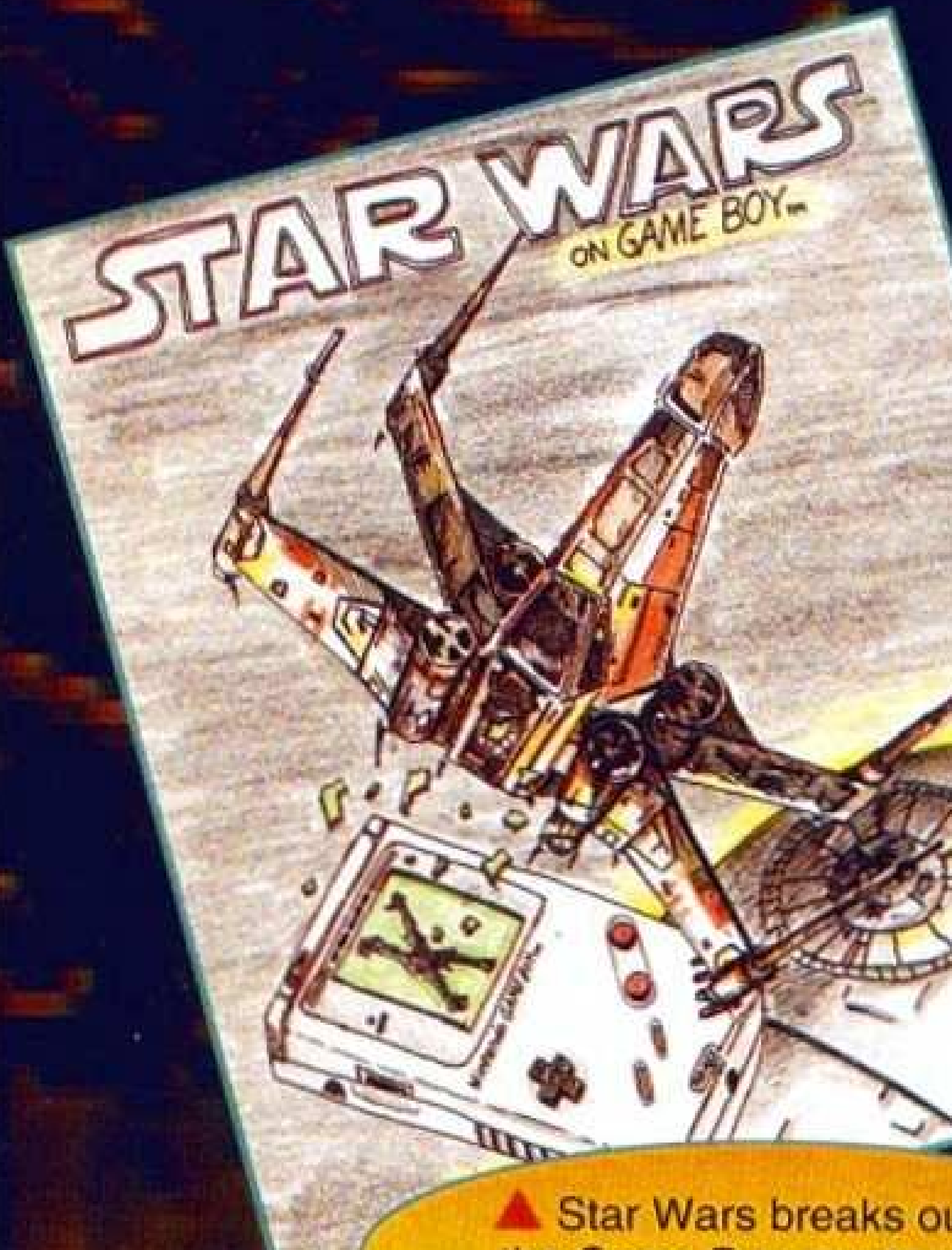
1. Is Mickey Mouse on the Super NES good?
2. Is Bart's Nightmare on the Super NES good?
3. When will NHLPA Hockey '93 be available?
4. Will Road Rash be available on the Super NES?

Andrew Savage, Dringhouses, York

JAZ: I tried the tip out and it didn't work. Either they didn't supply all the information, or there's a lot of Jimmy Hill reckon-eee going on. 1. Yes, it's not bad at all. 2. It's good, yes. 3. Very shortly. 4. Not at the moment, but I hope EA will eventually release it.

INTER ACTION MAILBAG

Once again we enter the safe 'n' sanitised world of the NMS Mailbag where we wear soft slippers to answer the letters and never shout too loudly in case we upset people. Pathetic. Still, if you've got anything to say, send your letters in to Jaz at: NOW NOW GENTLY DOES IT CAREFUL CAREFUL MAILBAG, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



▲ Star Wars breaks out of the Game Boy courtesy of film star, James Mason.

FUZZ

Dear SEAL
I just felt I had to write to you about THQ who bring out their so-called games on the Super NES. Well, if anyone hasn't seen any of their attempts, have a gander at Home Alone. What an utter load of pile of cartridge it was. Here's how I found out:
It was a wet winter's day when I tripped into the Virgin Games Centre. I thought I might as well have a look around. Scanning the Super NES rack I saw Robocop 3 - nah, didn't like the films; Pilotwings - nah, don't like flight sims; Streetfighter II - nah, have you seen the price? Then a sunbeam came flooding through the window, landing on none other than Home Alone. This must be a sign, I thought! I took it to the counter with a tingle running down my spine, "Can I have a look at this?" I spluttered. The assistant plugs the cartridge in, the game starts, but that's all I remember, since I apparently passed out with disgust - it was even worse than Pitfighter (another THQ 'hit'). Anyway, I took Mario Kart instead and left without causing a scene, and what a first class game it is. Nintendo do it again. Why on earth did Nintendo give the seal of quality to Home Alone? THQ shouldn't be allowed to release Super NES titles - let them have the Megadrive anyday. Gotta go and bust my friend's balloons in battle mode...
Marcus Goodwin, Gosport, Hants

SEAL:We couldn't agree more - have you seen their Home Alone II: Lost In New York? Doh! It must be the only game in the world to boast end-of-level man-eating suitcases! Still, take comfort in the fact that you looked at the game first. Imagine if you had parted with forty quid for it! There's a lesson to be learnt here somewhere...

ROZZERS

Dear SEAL
First of all we would like to thank congratulate you and your team on this fabulous magazine. Secondly I would like to thank Tim for the 'fab prezzie' included with issue four. I was so looking forward to the 'jammy' music of Streetfighter II. However, I was pleasantly surprised to listen to the new Whitney Houston No 1 plus two other tracks which meant only one thing: you had given me her new single. What happened to the arcade music, speech, FX in digital stereo? It was all very nice... but what happened????
Annette and Edward Bedford, Wilmslow. Cheshire

SEAL:It's a little known fact that, in between starring in the god-awful 'The Bodyguard' and writing slushy lurve songs, Whitney actually produced the soundtrack and effects for Street Fighter II - in fact, her latest single 'Spinning Bird Kick' should be in the shops right now. Actually, what seems to have happened is that you are the proud owner of a rare misprinted CD - but you are not alone. Some poor soul rang up saying his contained the dulcet tones of Bill Haley and The Comets.

GUARDIANS OF SOCIETY

Dear SEAL
As soon as I saw NHLPA '93 in the local games store I bought it, expecting something like the quality of the Megadrive version. After about two minutes of play I turned my Super NES off in disgust. Do EA actually have a quality control department? This version is utter *&^£@~! It's not even close to being on par with NHL or EA hockey. There is no battery back up — you can't save players, therefore there's no need to save lines. Furthermore, when I open a recent issue of NMS, what do I find? Not only a review of this abysmal effort of a game, but a GOOD review giving it a rating of 84%. Well at least someone likes this game.
That's about enough abuse for one letter, apart from this review I have enjoyed your magazine and hope you will continue keeping up your standards.
Mike Loft, Chatham, Kent

SEAL:NHLPA isn't all that bad, although it certainly isn't up to the standard of the Megadrive game. However, it still has a certain addictiveness and had us returning for the odd grudge match, and this is reflected in the score.

FILTH

Dear SEAL
I couldn't help noticing when I looked through the issue for December that in the Game Index under Game Boy that you rated Home Alone at 38%, yet the official Top 10 lists it at No 3. Huh, what a joke! According to the Game Index, Football International is slightly better. I'd like to know why this game isn't in the top 10. Also, I would like to know if the top games for the Super NES will be coming out on the Game Boy, ie Street Fighter II and Super Probotector. To finish, I think that the game previews and reviews are great, keep up the totally rad work.
J Brookens, Blackburn, Lancs

SEAL:It just shows the power of a good licence - quality isn't always what makes a game get to the top of the charts - slap a movie licence on the top and, lo and behold, it rises faster than Mr Kipling's cakes. Finally, Probotector is already out for the Game Boy - check out Konami's Contra - but don't expect to see Street Fighter II on the handheld.

SWEENY

Dear SEAL
I would like to congratulate BR Paterson of Ponteland on his marvellous Street Fighter II high score of 1,099,626, shown in issue four. However, BR Paterson of Ponteland used no less than twenty-six - yes, twenty six - continues! I don't know where Ponteland is, so I couldn't have secretly watched BR Paterson's (of Ponteland) pathetic attempts. How do I know? Simple — the last two digits of the score are the number of continues used. So stick that up your Ponteland and smoke it...

Sam Cordery, Sheffield

SEAL:BR Paterson: NMS salutes you - the cheat of cheats. Care to reply, BR?

BABYLON

Dear SEAL
Why did you bad mouth Total? Total do play Nintendo games. Total do not talk nonsense, they are right. Total do not put two people to review one game. Think if one person liked a game but the other person hated it. Where would that leave the buyer? Now I have that off my chest, what should I for my Super NES, SMK or SFII?

B Berwick, Stevenage

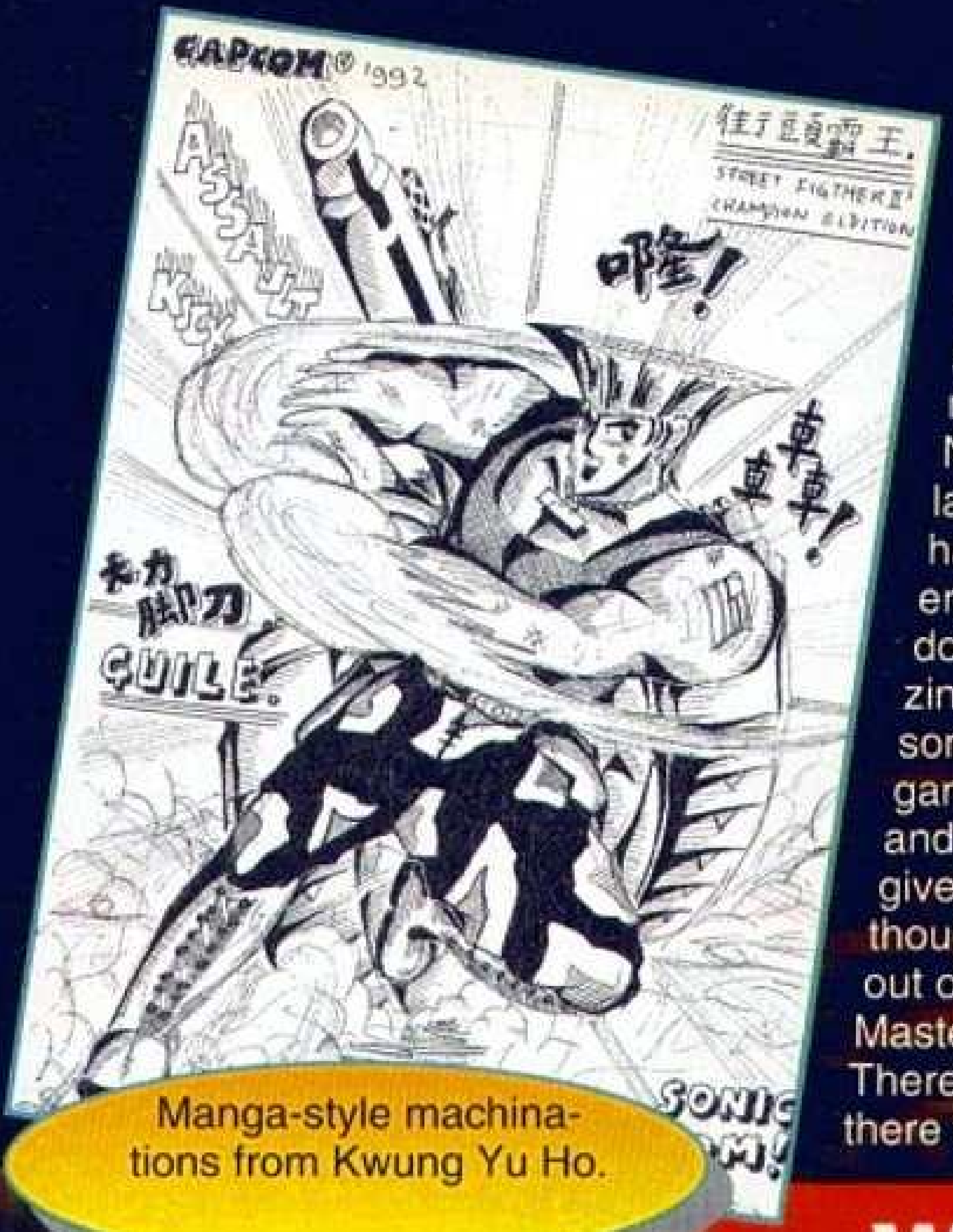
SEAL:It's funny but we don't actually recall ever slagging off the guys at Total, so why have you got such a bee in your bonnet? In fact, we refuse to get involved in such silly inter-mag sniping, as it just seems so pointless. As for your comments regarding our two comment system, we feel it allows us to give a balanced view of each title, and it obviously works as the system is also used by several other mags...

BLUE ASTRA BOYS

Dear SEAL
While I was in Spain on holiday I saw a 16 in 1, 32 in 1 and even a 64 in 1 cart. Are these fake? They included games like Baseball, Tennis, Super Mario Land etc. I also know someone who has got a Super Mario 6 cartridge for the NES. They had an adaptor to play it, but it was the wrong size. The cart is blue with pictures of Yoshi and Mario on the side, and comes without a box or instructions.

Craig Barr, Ipswich, Suffolk

SEAL:The multi-game carts are extremely illegal and breach virtually every copyright law there is going - Nintendo don't authorise them. As for Mario 6... Hmmm, my chin is spinning so fast I think my head is turning into a helicopter - come up with some more conclusive proof and then we'll believe you.



Manga-style machinations from Kwung Yu Ho.

BLACK MARIAS

Dear SEAL
As you know, Nintendo released the Super NES in the first half of last year. Since then I have watched NES coverage go down and down without any magazine stopping to do something. The quality of games is dropping rapidly and Nintendo does not give a hoot. It seems as though the NES is going out of the window like the Master System in the US. There will be plenty out there to argue that this is a good thing, allowing more room for CD technology and the 16-bit market to expand. But there are many more people sitting in their favourite chair, playing on their NES, knowing that it will be a long time, if ever, before they can upgrade to a 16-bit console. Then there is the Game Boy market. No sooner does the Game Boy really take off than we start hearing news of a COLOUR Game Boy which is not backward compatible. I bought my NES the November before last, and until August this year it was a real laugh. Now I've had to put up with sarcastic comments like "when are you going to get a real console". Don't' get me wrong, I'm an avid fan of the Super NES, but if only the Nintendo bosses had a little bit of foresight, they would have seen what would happen when they released it. NMS is an official mag, because of that maybe Nintendo will take note of some of the more intelligent comments in it.

Asghan Fahy

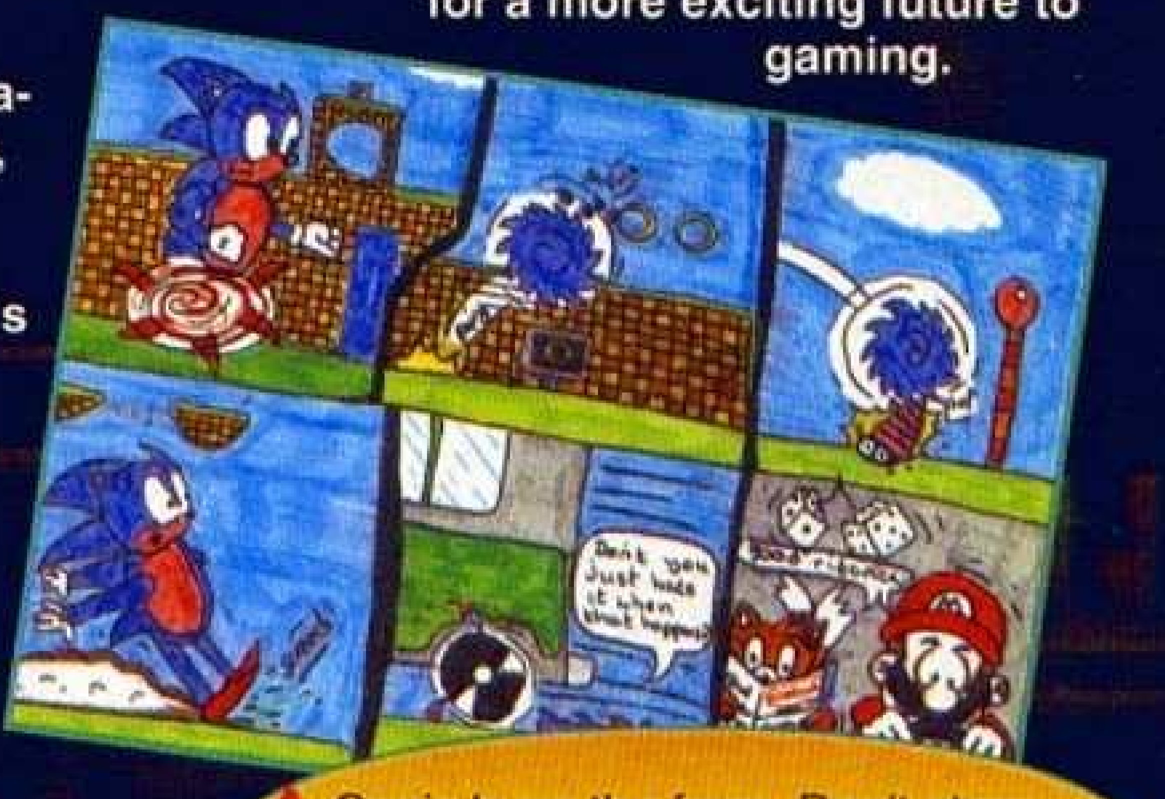
SEAL:Unfortunately, this is the price of progress. The original NES was already dated when it first appeared in the UK, but don't expect it to disappear just yet. Major software companies like Ocean, Acclaim, and Elite are still supporting it, and plan to into the foreseeable future. As for Nintendo's 'lack of foresight', they have to keep looking ahead, and this only makes for a more exciting future to gaming.

WOODEN TOPS

Dear SEAL
I recently bought a copy of Dan Jevons' Capcom magazine and I have to say that it is nothing short of astounding. I have never bought a fanzine before, but being a bit of a Capcom fan and all that, I thought I'd give it a try. At two quid how can you go wrong? His writing style is witty and informative, his Streetfighter II guide leaves all others standing in the dust, and the overall impression is one of slickness and professionalism. My point is that there is a lot of undiscovered talent out there, and the Fanzine section is an excellent way of allowing the creator a boost in readership, and the reader a bigger selection of material (the Capcom mag is far better than most of the news stand cack being churned out). So why was the feature cancelled in the Christmas issue? Please bring it back soon and I hope to see more fanzines of similar quality to Dan's in the future.

Ben Gould, Bristol

SEAL:Dan's Capcom mag is probably the best fanzine we have seen, and we certainly look forward to seeing more from this talented geezer. As for the fanzine section's absence of late, it's resting for a while but will return both bigger and better sometime in the next few months - if we can get Steve to do some work, that is.



Sonic buys the farm. Don't stop the medication, Glenn huws!

BOW STREET RUNNERS

Dear SEAL
It was Saturday 5th December. Tension was high, queues were mounting. Suddenly the doors opened and GamesMaster Live begun. My friend and I raced to the arcades, I looked back as he tripped over a platform. I was still ribbing about it when I spotted Tim Boone. I followed the athletic chap (maybe not noticeable from his physique) as he hopped over the fan barriers at the NMS tent. I went for his priceless (valueless?) signature. Well equipped with stickers I approached him for his autograph. When I came to Rad he wrote 'you're a smart bloke and no mistake' — the man knows what he's talking about. He said the pay was low at NMS — this I can't believe. I thought something was missing...Yes! that's it, Gary Harrod was nowhere to be seen. CVG's Randy couldn't explain Gary's absence, but informed me, 'He's weird, he is'. By now I was feeling pretty confident about conversing with you dudes, so I challenged Tim Boone to a game of Street Fighter II. His excuse was that the machine was knackered, which was feeble enough to disgrace the whole NMS team. The machine was on and working perfectly. Was it due to his crapness, or being fed up with people pestering him?

Lee Flaherty, Fordhouses, Wolverhampton

SEAL:It's a well-known fact that Tim is the Street Fighter whipping boy. In fact, when one of the team is feeling down in the dumps, we all take it in turns to score perfects against him! Also, a valid point at GamesMaster Live was that the crowds of people around our Street Fighter machines made it impossible to get a game, and we were too busy being mega-stars year to queue up. Doh!

INTER ACTION

MAILBAG

BOYS IN BLUE

Dear SEAL
Can I have a cyber-razor cut? Well that's what it says on that crap Sega advert. What has that got to do with computers and games? Well, all the advert shows is a fat jabbering git of a barber doing an operation on another man's arm. Can you imagine going into my local hairdresser in Tredegar where you've got Stan 'snip, snip, snip, finished' the Man? He'd rip your blinking arm off with a scalpel! It's not just that, but now they've got a new one titled 'The Barber' where the fat git is saying over and over again, "if you wanna be a Sega nut, you'd better get yourself a cyber-razor cut". You've got to be a sad low-life vegetable to appear in a commercial and do that. Not just that, on Game Boy ads they have some sort of rave music. I don't like blinking rave music because it's by a bunch of sad people on electronic keyboards. I'd rather have music like Pearl Jam or Nirvana which has a bit of originality. It's not that I don't like consoles — I've got a Super NES with three brilliant games. So why don't companies show what they've got to offer, than do crappy commercials?
Mojo Rising, Tredegar, Gwent
SEAL:Admittedly, the first Game Boy ads were naffer than pinstriped jeans and Smurf T-shirts, but you have to admit the Wario one was good. As for the Cyber Razor Cut, if it makes you look like that daft blue hedgehog, they can stuff it.

DRINKSTABLE

Dear SEAL
I recently noticed in issue 1 the Mario Kart review says that Koopa Trooper is the fastest by far, but actually it is Bowser and and Kong Jr who are the fastest. I do hope you will correct this.
Christopher Carter, Birmingham
SEAL:We stand corrected.

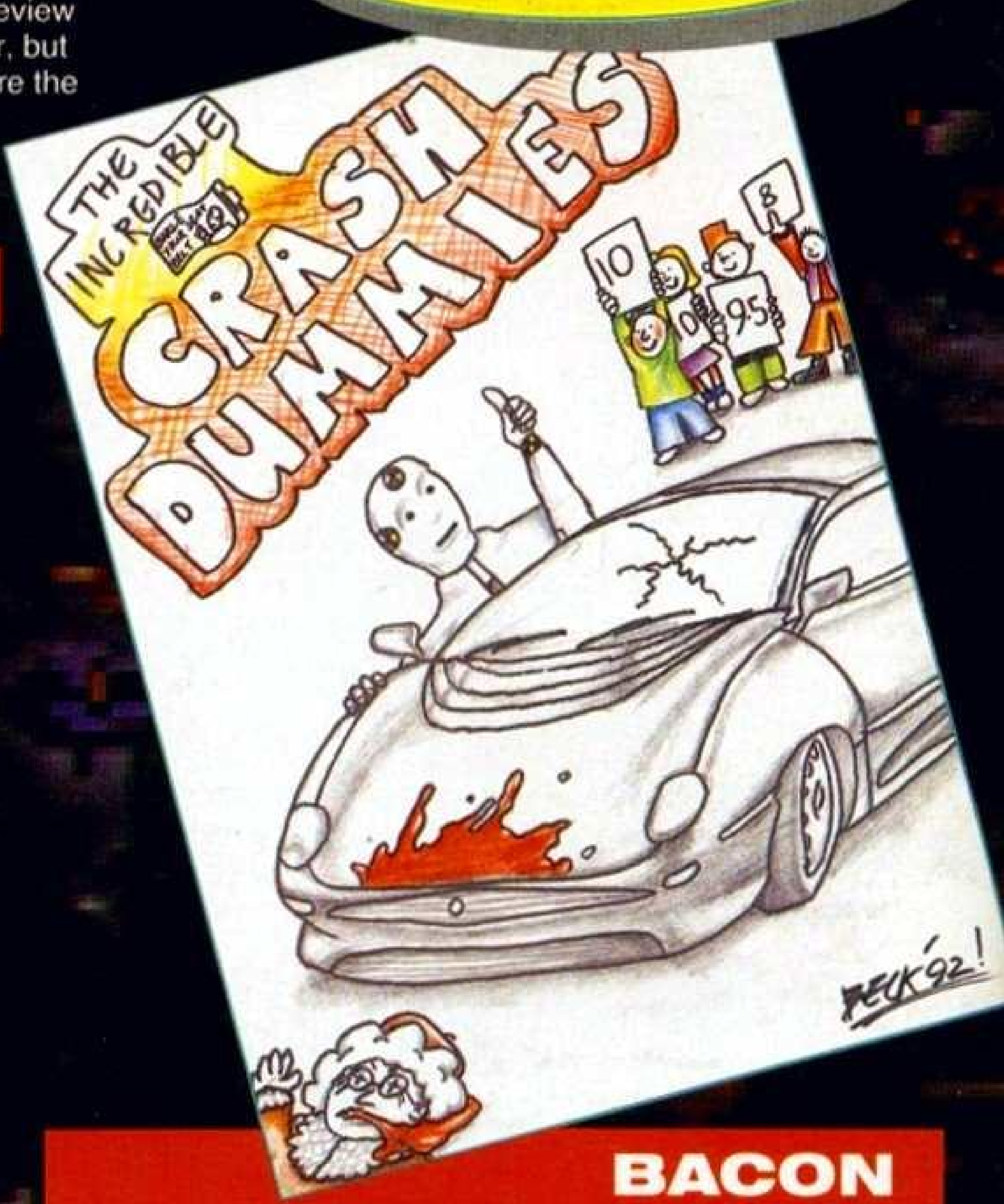
COPPERS

Dear SEAL
I have every issue of Mean Machines and NMS, and take a special interest in the Fanzine column. I'm making one called Top Action, for the Super NES, but I was put off sending it in when Matthew Goughan sent in Nintendo Crazy (issue 3) and was criticised for looking for a free game. I am making my fanzine without the aid of a computer - just pencil, paper and reviews from NMS and other mags. I think the column should be split up into age groups because we cannot match the work of a sixteen year old with a computer and software to produce a mag. Give us all a chance.
Ryan O'Neill, Magherafelt, Derry, NI
SEAL:A lot of the fanzines we receive are put together purely to try and grab a fee game - that's not what fanzines are all about. A fanzine is a magazine written on a regular basis by fans of the machines for fans of the machines. Anyone who puts regular effort into such a 'zine will be duly rewarded, but we're not giving away games for someone's one-off which nobody else will ever see.

OCCIFER

Dear SEAL
I would like to voice my opinions on all of these 'killer console' stories going around the papers these days. I have been playing video games since I was six and I have never experienced any problems with my health. People may hate me for saying this, but you can't blame Sega or Nintendo for any sickness experienced while playing. There are warnings supplied in the manuals for every game I've seen, and they clearly state that anyone who is photosensitive should avoid extended play on the machine. The media seem to be trying to squeeze as much 'juice' as they can out of a few selected incidents. They say to parents that these consoles are potentially lethal, and yet it seems perfectly acceptable to go out and spend their money on cigarettes. They should be thankful if their kids only play games instead of taking drugs, getting drunk and smoking their way to lung cancer.
Matthew Fisher, Moseley, Birmingham
SEAL:The whole epilepsy story has been massively blown out of all proportion in an attempt to milk as big a story as possible from it. Check out this month's news for more details.

▼Lordy! I hope we don't get too many letters about this sick effort from the twisted mind of Beck.



BACON

Dear SEAL
My brother and I were browsing through your write up of F-Zero in the October edition. Frankly, I was shocked! We are both quite proficient at F-Zero (I can do Queen League at Master level and King League at Expert level) and yet your times to beat are all vastly better than ours, by 50 seconds to a minute. I can only conclude two possibilities:
1. You are phenomenally skilled drivers and would no doubt shame Nigel Mansell at F1.
2. There are more cheats that we don't know about. Or most probably,
3. Your claims are exagerated. This would explain why you conveniently placed numbers over the record time display on each of the screenshots — crafty one!
Do put us straight.
PS I am a certified racing driver, so please don't attempt to patronise me.
Patrick and Edward MacMaster, Trimpley, Worcs
SEAL:Patronise? Us? Don't be so silly. Go and have a sit down, and come back when you're not so flustered. Seriously, the F-Zero scores were a mistake on our part, and the person responsible has been shot (again).

FLAT-FOOTS

Dear SEAL
After reading the last issue and the editorial, I decided to voice my opinions on NMS. Before the famous split, I read and enjoyed Mean Machines on a monthly basis. I loved the witty humour, informative sections and the comprehensive reviews, and found the general quality of the magazine was unrivalled.And then...

MEAN MACHINES IS DEAD, LONG LIVE MEAN MACHINES

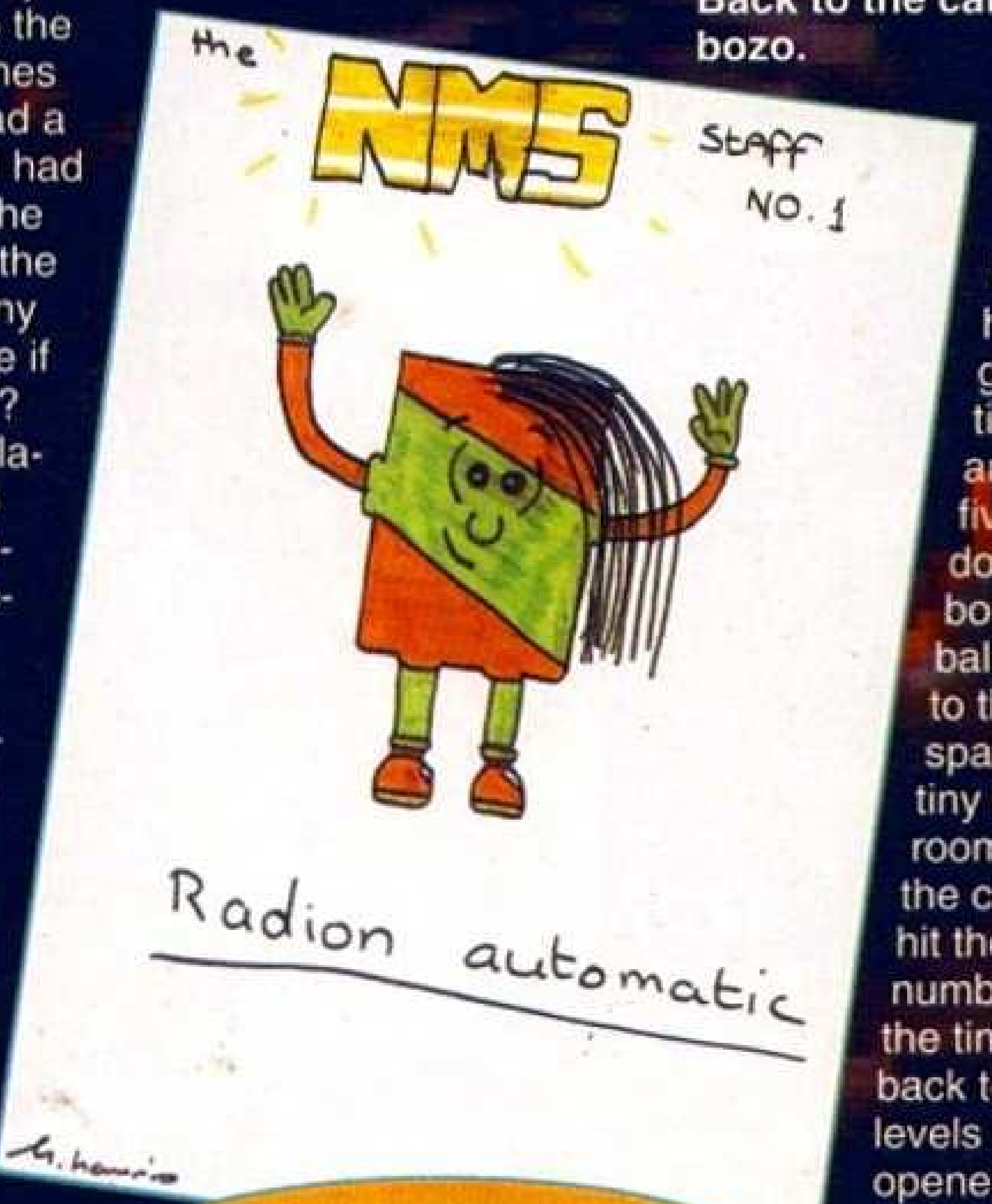
I could not believe what I was reading. It was the end of an era. I was extremely skeptical because: 1) Mean Machines provided coverage of both systems, so we could keep tabs on our rivals. 2) The price of Mean Machines (£1.75-£2.25) was brilliant value for money. There were no free gifts. Two magazines of roughly the same size was bound to cost more if the reader wanted to keep tabs on both worlds, but the average 12-14 year old would have to drop one magazine. For the first month I attempted to buy both, getting a very impressive NMS for £2.95. I left the newsagent shocked at the sudden price increase. I put it down to the 'free' gift, and prayed the price would return to normal next month. I was wrong and I want to know why? The next week I popped into the shop and saw Mean Machines Sega on sale for £3.95. It had a video with it, and that meant I had spent a wopping £6.90 for the same amount of literature in the MMS Christmas Special. Why not write a double-sized issue if you want double the money? After all the screenshots, explanations and comments who needs snazzy 'free' gifts anyway? I think the NMS interaction mailbag is an improvement over Yob in terms of information, but I do feel envious that the great ball of pus is only in MMS. Without him NMS lacks that comical side of things.Anyway, thanks for listening to my suggestions, keep as close to the Mean Machines formula as possible and we will continue to devote our readership to the mag.
Anthony Segal, Edgeware
SEAL:Doh! The two mags now offer double the information per system, with more time spent on each system's previews, news, and playing guides. In addition, the videos and such aren't always appropriate to the other systems, but we feel we can do better justice to each one by targeting it at its main user base.

WHISTLE-BLOWERS

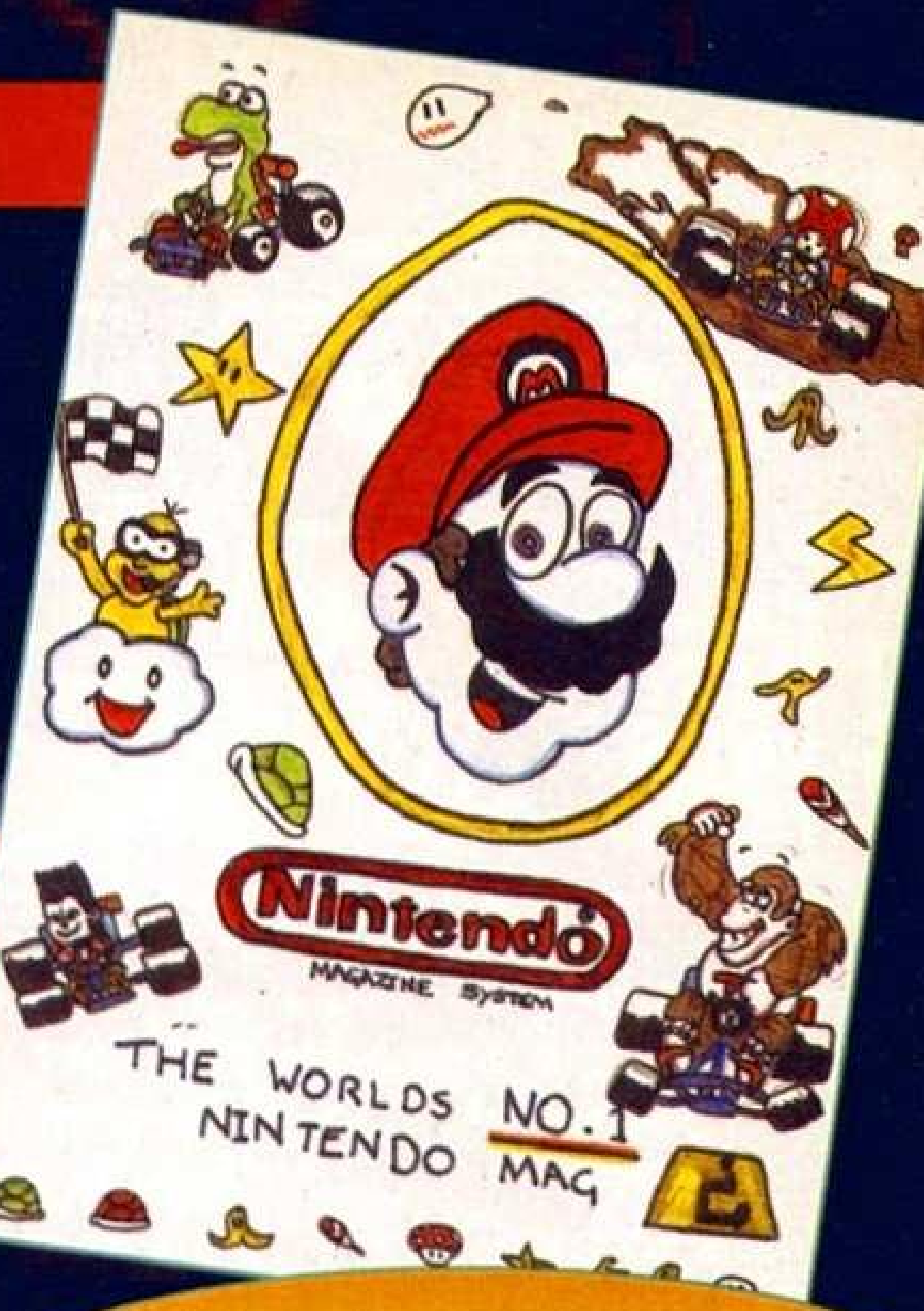
Dear SEAL
My friend tells me that Final Fight is Streetfighter I, and he said it's called Streetfighter the Final Fight. He said that the only Streetfighter II person that is in Streetfighter I is Sagat. Is this true?
Vincent Robinson, London
SEAL:Put these letter together B...U...M... That's what your mate is talking out of. Ryu, Ken, and Sagat all appeared in the first Street Fighter, and the only thing Final Fight has in common with the Street Fighter series, is Capcom. You now have our permission to mock and deride your friend for ever more...

UPHOLDERS OF DEMOCRACY

Dear SEAL
I think your mag is great, and I'm a regular buyer. Unfortunately, I've found one small snag — there's just too many advertisements in NMS. In the last issue I found 36 pages of ads. This is really bad because that made the mag only 90 pages. This is made worse by the fact that in one of your old issues you said Mean Machines would never become a sub-one hundred page mag. Sorry if you think I'm criticising your mag because on the whole it great. One last thing, will NMS always be £2.50? if so I think this would be slightly over-priced. I'd be willing to pay up to £2.10 for my favourite mag.
John Hales, West Sussex
SEAL:Wrrrrrrronnnnng gggggg! We have never released an issue with less than 100 pages in it. 116-132 is our norm, and we're never likely to shrink below this. Back to the calculator, bozo.



Keith's son, G Harris sent in this oddly realistic piccy of Rad.



making his second appearance this month, Glenn Harris treats us to his vision of how the NMS covers should be. Watch out Gary! Perhaps?

THE BILL

Dear SEAL
I've read in the Sun's Megaguide section for ages now about the hidden 97th room on the classic Super Mario World. To get it you have to go in the sunken ghost ship, and on the section near the end where you are falling you must collect all five Yoshi coins on your way down. When you reach the bottom don't collect the crystal ball, fall into the water and sink to the bottom. If you are dead spawny you will fall through a tiny hole and emerge in a little room with a goal post. Now, for the cheat to work, you've got to hit the bar, scoring the same number as the last two digits of the timer. Then you are zapped back to Yoshi's house, and all the levels you haven't finished yet are opened. As I haven't managed it yet, I wondered if it was as fictitious as the rest of the stuff in the Sun. Can anyone else do it? Finally, on Streetfighter II, I know everyone has the right to their own opinion, but I could not believe what Max and Jam from Fordhouses were saying. In my opinion, I find it better than the coin-op in many ways, the speech sounds much clearer. Only an idiot couldn't finish it on level 0 within an hour as it's simply a practice level. I wonder if either Max or Jam has finished it on level 7 without losing a round for the spectacular ending? Thought not. The harder you work, the better the ending.
Simon Franklin, Cross Gates, Leeds
SEAL:We've never managed to reach the mystical 97th stage, and we're rather dubious as to whether it exists or not - nobody at Nintendo seems to know of it. Still, The Sun's guide is called the No-Hoper, so perhaps that explains it.

PEELERS

Dear SEAL
I am a proud owner of a Super NES and I'm writing in about Krusty's Fun House, which you reviewed a few months ago. I was astonished to find out that it was a souped-up version of Rat Trap on the Amiga. The only difference is the main character, Krusty in the Fun House, and a bloke with pink hair in the Rat Trap. The machines which dispose of the critters are almost identical to the Amiga. What's going on?
Now, either send me five top quality games or I will inject a toxic substance into the covers of your magazine. It'll cause itching and nasty green spots (may also lead to death).
Monkey Haynes, Bristol
SEAL:Monkey by name, monkey by nature...

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SUPER NINTENDO

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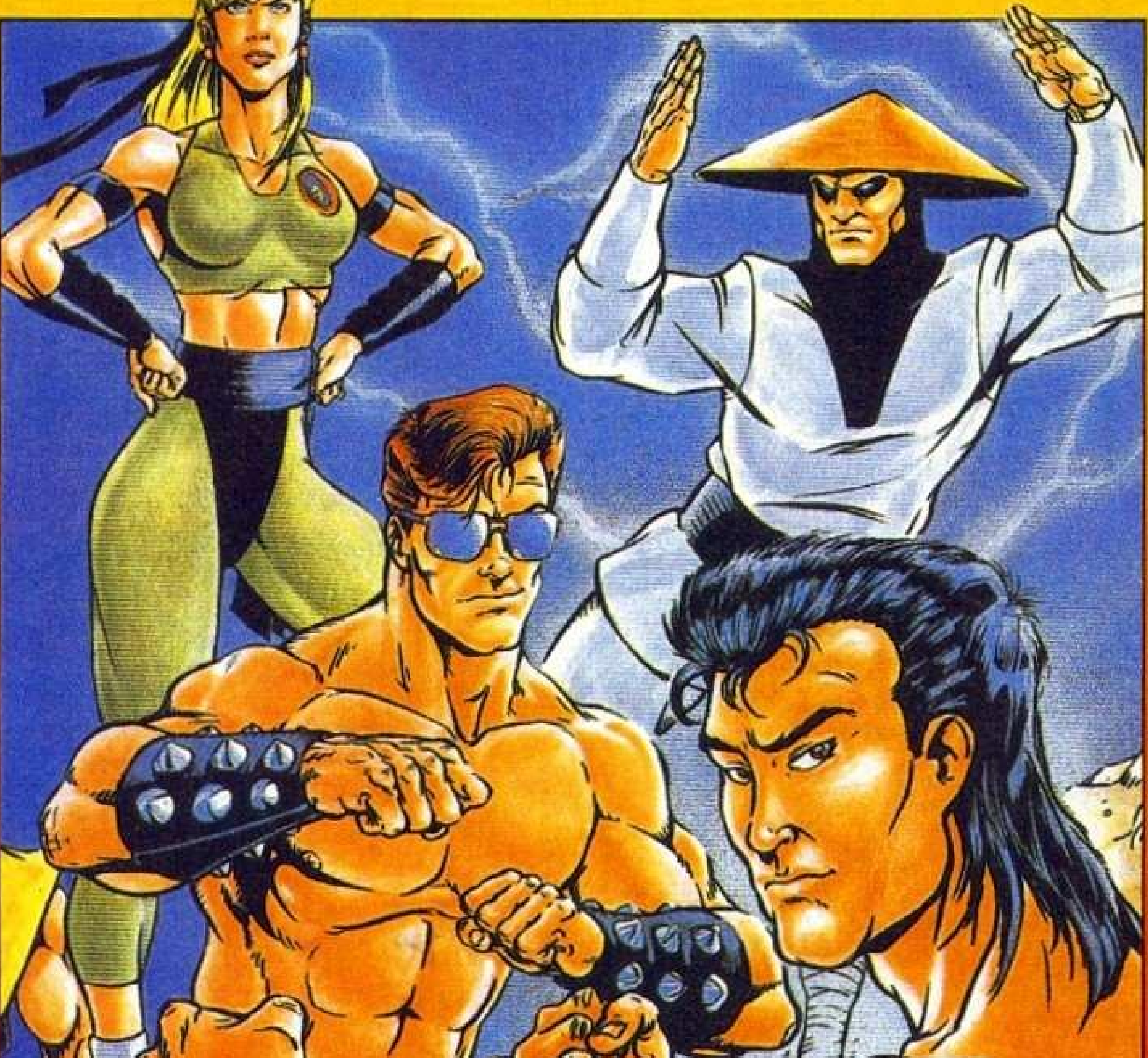
SPECIAL REPORT FROM LAS VEGAS

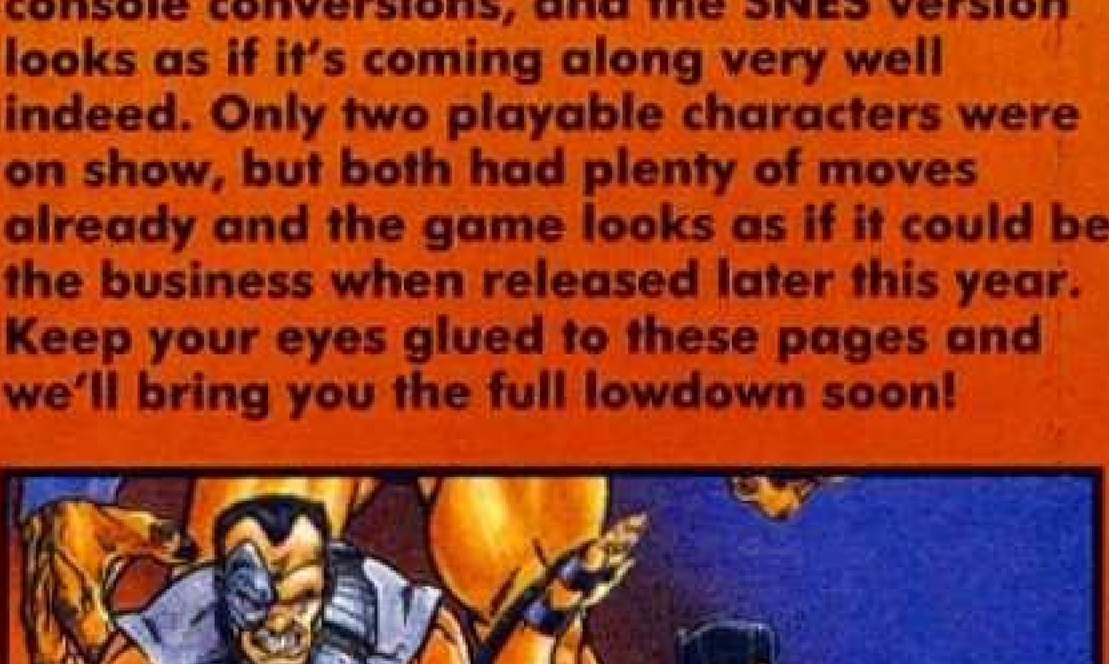
It's got to be the greatest games show on Earth, and NMS was there to bring you news on all the hottest carts for the year ahead! If you want to know what's hot on Nintendo, this is the place to be - with ALL the big names and great games Previewed on these pages. With everything from Star Fox, Turbo Street Fighter 2 and official Final Fight 2 through to Zelda on the Game Boy all the hot hits are here laid out for all to see. We'll be bringing you more news on all the games listed here in future issues, but these are the outstanding highlights of the show. NMS boyo TIM BOONE braved airline food, slot machines and a dose of Vegas flu to compile this pullout guide, so the very least you can do is sit back and enjoy!



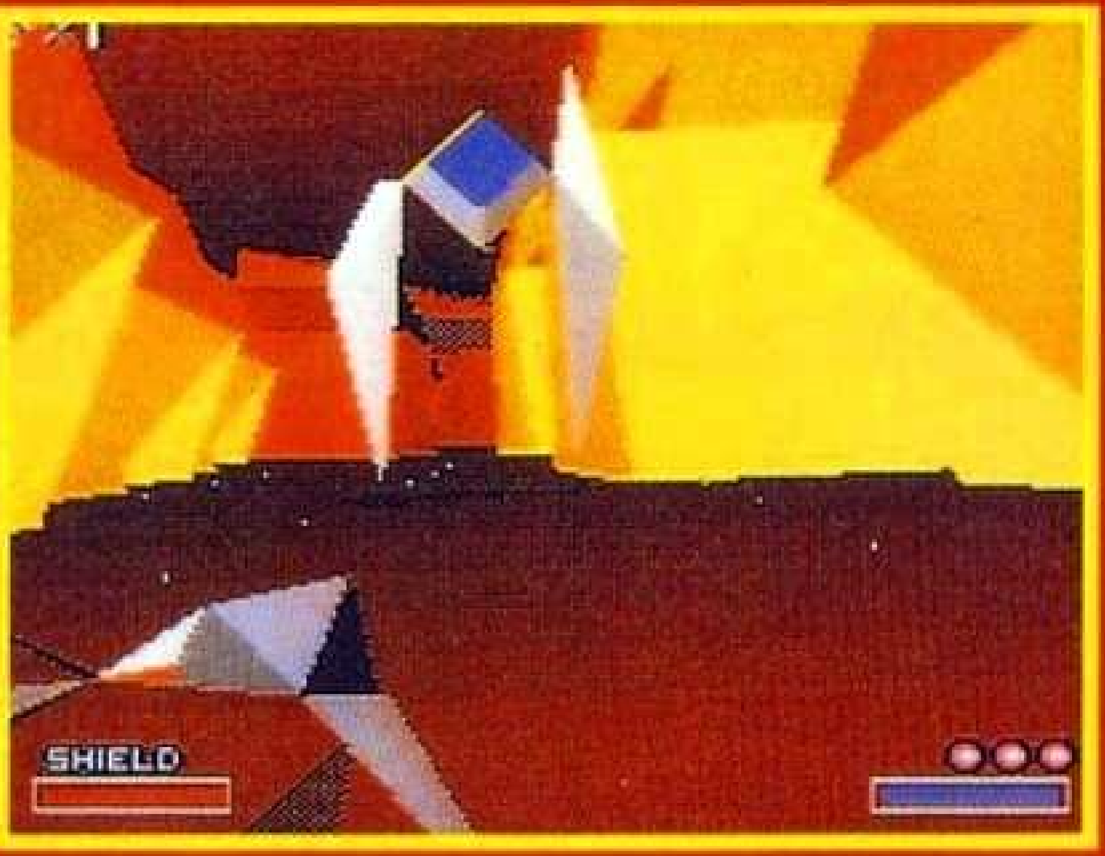
MORTAL KOMBAT KICKS IN

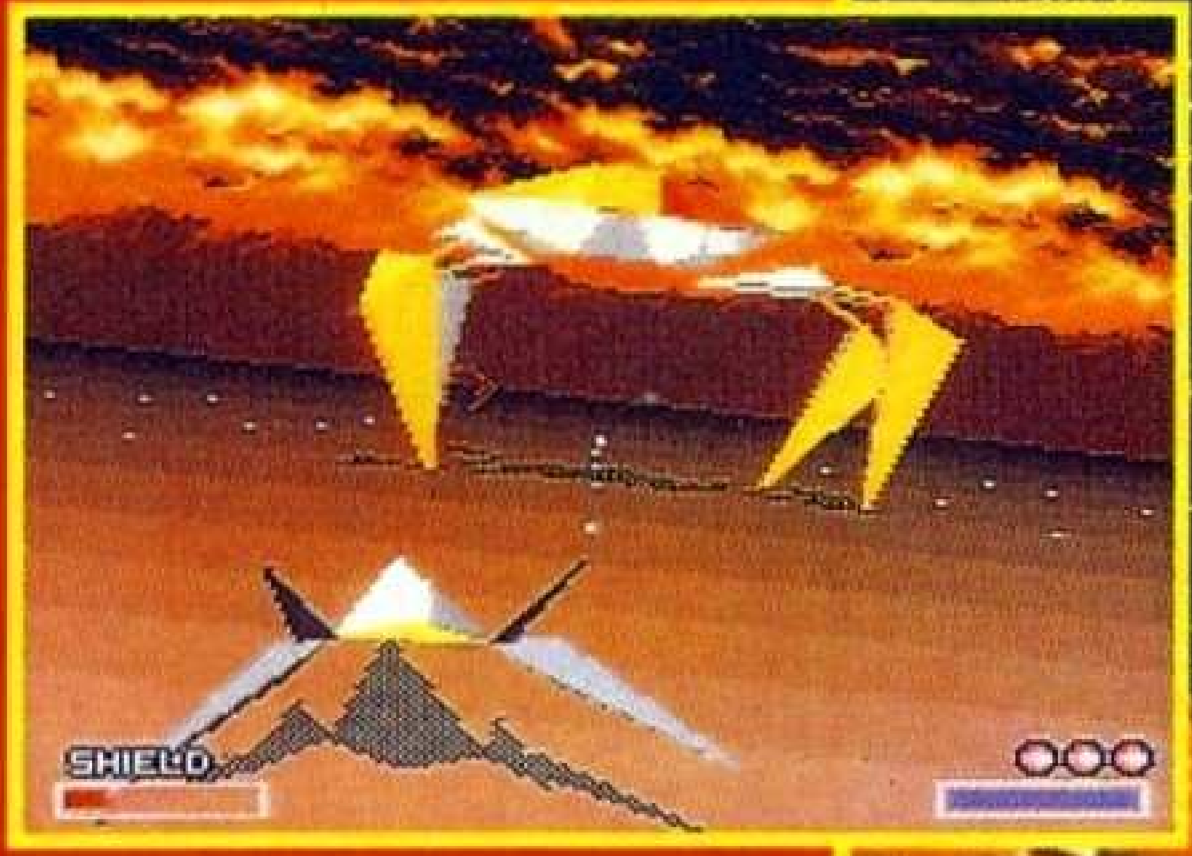
It's the biggest arcade license of the year, and Acclaim were showing off a playable demo of arcade smash Mortal Kombat on SNES. For sad people in the dark, Mortal Kombat is a Streetfighter 2 clone featuring digitised graphics and sound and some well gruesome effects.

Acclaim have snapped up the rights to all console conversions, and the SNES version looks as if it's coming along very well indeed. Only two playable characters were on show, but both had plenty of moves already and the game looks as if it could be the business when released later this year. Keep your eyes glued to these pages and we'll bring you the full lowdown soon!



STARFOX STEALS THE SHOW!





Undoubtedly THE event of the show, Star Fox is hailed as the future of console gaming, and with the first SFX chip as nifty as this it's almost impossible to argue! To show off the all-singing, all-dancing cart in all its glory, Nintendo went the whole hog and showed off the Star Fox Dome - an incredible laser light festival with the game showed off on an enormous flat screen.

Normally any game given this sort of attention fails to live up to the hype, but Star Fox was a glorious exception - the game really is that good, and if you haven't checked out the incredible NMS World Exclusive 8-page Review then do so this instant! Already the Star Fox merchandising machine is gathering speed, with comic books and other game-related spinoffs in the pipeline. This furry star fighter is almost certain to become one of hottest games characters around, with no limits to the heights he's capable of.

Nintendo have revealed that Star Fox is just the first in a long-line of top titles which will feature the Super FX chip, but were keeping tight-lipped on further details. However, I'd guess that a sequel is certain, alongside a 3D racing game to pit the SNES head-first against any arcade-based system which might see the light of day.

The word at the show was that a game as amazing as Star Fox only scratches the surface of the SFX chip's capabilities, so prepare for the next generation of video games throughout 1993 and watch NMS for more Star Fox and SFX-related Exclusives and 3D wonderment.

TURBO STREET-FIGHTER REVEALED!

Without doubt one of the highlights of the show was the official debut of Capcom's Turbo Edition Street Fighter 2 - complete with faster gameplay and new moves for many of the characters! The arcade game, officially entitled (deep breath) Turbo Streetfighter 2 Champion Edition Hyper Fighting, was on show for the first time in the world, dropping jaws left, right and centre with its fast action and finely tuned playability.

This is Capcom's official follow-up to the Champion Edition - but NOT to be confused with Streetfighter 3, which NMS can Exclusively reveal is DEFINITELY in production, albeit at an early stage. Hyper Fighting features a load of improvements over the original Champion Edition, most notably some spectacular

IT'S TRUE - FINAL FIGHT 2!

Incredible! Without fuss or fanfare, Capcom unveiled a near-complete version of Final Fight 2: sequel to one of the best selling SNES games ever. Best news of all, the game is everything we've been waiting for! For a start, the game now has that crucial two-player option so pals can join forces to kick seven shades out of the bad-guys. Better than that, the two players can also kick the crepe out of each other two - and even knock each other completely out of the game!

This time round you get to choose from ALL THREE fighters before taking on everything the street gangs can throw at you. Gameplay is a lot faster and smoother than the original, and isn't limited to the horizontally scrolling mechanics of the original. This time round there's some vertical scroll as well, and a few other surprises thrown in for good measure!

Graphics look absolutely superb. They're on a par with Streetfighter, and may even have been designed by the same team! You'll find loads of in-jokes in the backgrounds too. For example, whilst scrapping in Chinatown you'll see Chun Li chowing down with a load of oriental blokes in the background - honest! Sound is fab as well. The original FX and tunes have been beefed up, and some of the sampled sounds are a real treat.

But the best feature of the game by a massively long chalk is the ability to beat up your co-player as the mood takes you. Some spectacular scraps are possible, and of course you have to keep breaking off to sort of the bad guys before laying into each other once again! Final Fight 2 isn't scheduled for release until much later in the year, but rest assured that NMS will have the full Exclusive lowdown on the game the very second it becomes available.

NES-owning Final Fight fans need fret no more. The NES VERSION from Capcom, was previewed at the show and whilst the graphics look simple in the extreme, gameplay could lift this one out from the crowd and give the NES a cool beat 'em up at last!

new moves for some of the characters.

Dhalsim has been significantly upgraded, and now has the most stunning Special Move of them all! It's now possible to make him DISAPPEAR and reappear elsewhere on the screen, even behind your opponent! The old Indian's a lot stronger too, able to withstand a lot more punishment.

Chun Li features high in the upgrade stakes too, with the long-overdue ability to throw fireballs, whilst Blanka's Cannonball Attack has now been upgraded so that he can do VERTICAL dives as well! A few of the characters have been downgraded, most notably Sagat, and Guile has been given a new throw so difficult to pull off nobody could do it at the show! Graphics have been tweaked, along with the colour scheme of the game, and the whole machine now looks incredibly slick.

A Capcom spokesman present at the stand proceded to lose Round One against me before paying attention, beating me black and blue and telling me the following about SF3: "I don't think it's any big secret to say we're working on Streetfighter 3 right now. We've started work on it, but many of the ideas are still in our heads because we want it to be something very special. We've been listening to what people have been saying and all I can tell you is that the concepts we're working on are very special indeed."

He declined to answer whether Champion Edition would appear on the Super NES, but rumours say that there WILL be an upgrade. More news the moment we get it. By the time you read this, the coin-op should have appeared in a few arcades in America, and should be meandering to these very shores soon. Get your silver ready, because this game is going to guzzle it.

SUNSOFT SHINES

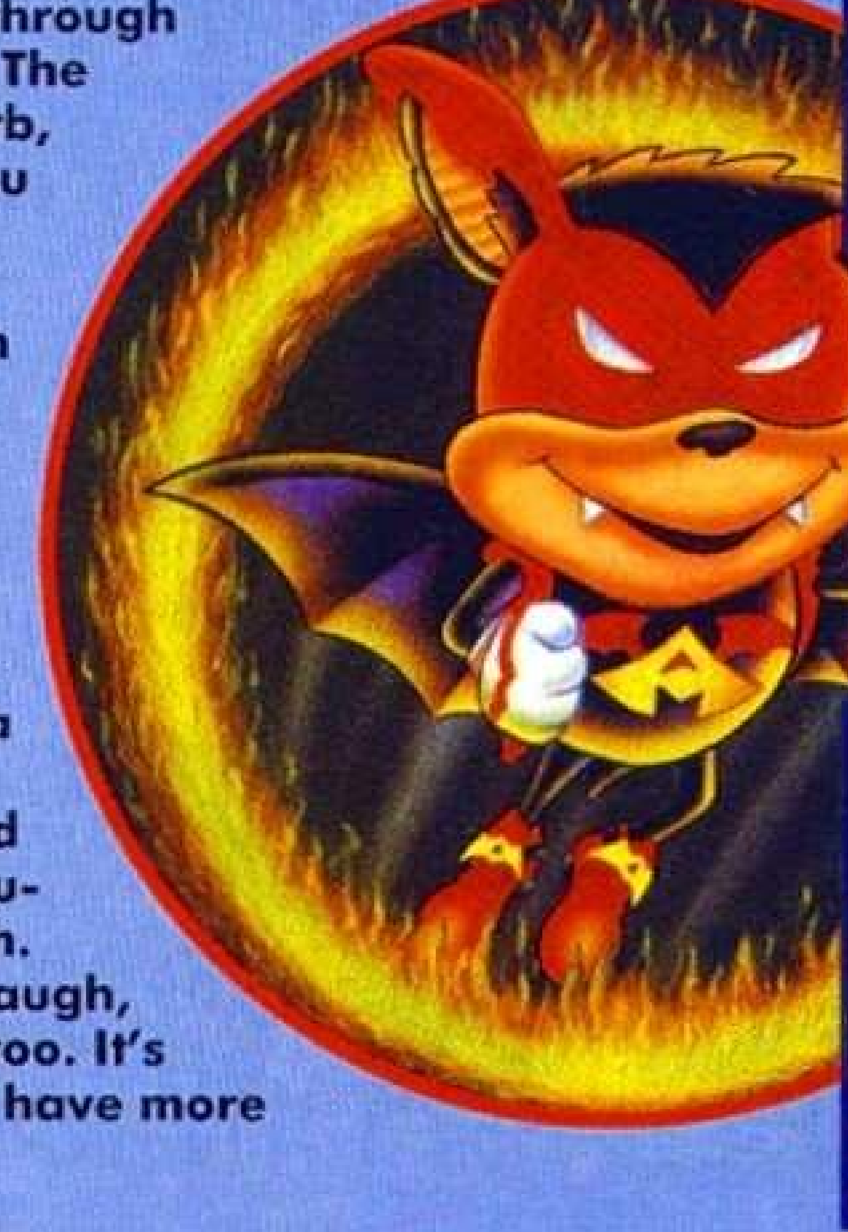
Stars of the show were Sunsoft, with a ton of top titles set for release this year. Superman could prove a monster hit. It's a rock-hard beater-come-shoot 'em up featuring fab graphics and great gameplay as you guide the Man Of Steel through level after level of mayhem. The game looks absolutely superb, and NMS will be bringing you the full lowdown soon.

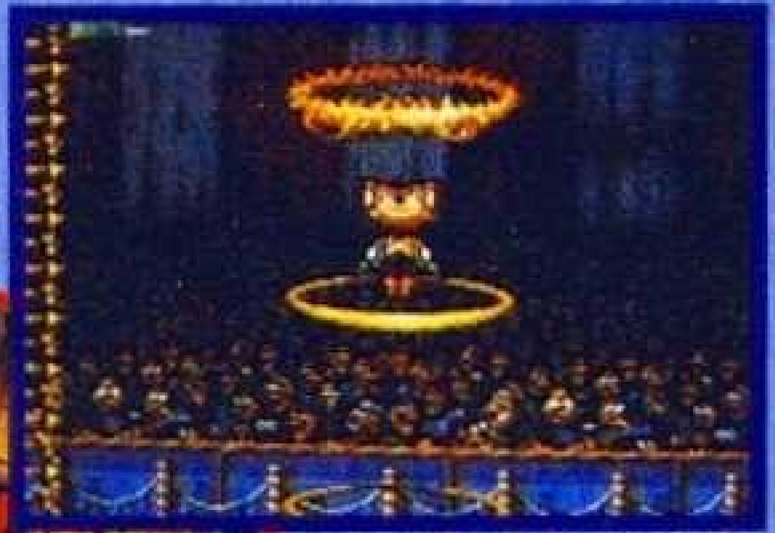
One of the biggest hits on Sega smacks his way onto the SNES as TazMania hits its way onto the machine - and it's a completely different game to the original. Instead of the scrolling platform romp we're treated to a 3D thumper in which Taz races along the winding road devouring everything unfortunate to come within his reach. The game looks a right old laugh, and moves at a fair old lick too. It's due later this year and we'll have more then.

Still with Sunsoft, they're set to unleash Daffy Duck onto the SNES, a scrolling platform romp featuring villains and power-up the like of which we've never seen! Daffy looks even more annoyed than usual as he stomps about the screen armed with a fairly useless little gun which, luckily, you can beef up with the pick-ups found around his world. Definitely one to watch for, and you can watch it in future issues of NMS!

But the big one(!) from Sunsoft is Aero The Acrobat, Sunsoft's rival to Mario and Sonic. And quite a lad he is too. Aero is capable of some quite astonishing feats, and he has to be in this great-looking scrolling romp which features some wholly original gameplay elements topped off by spiffy graphics and sound. We're going to be taking a much closer look at Aero soon, because this boy could be BIG!

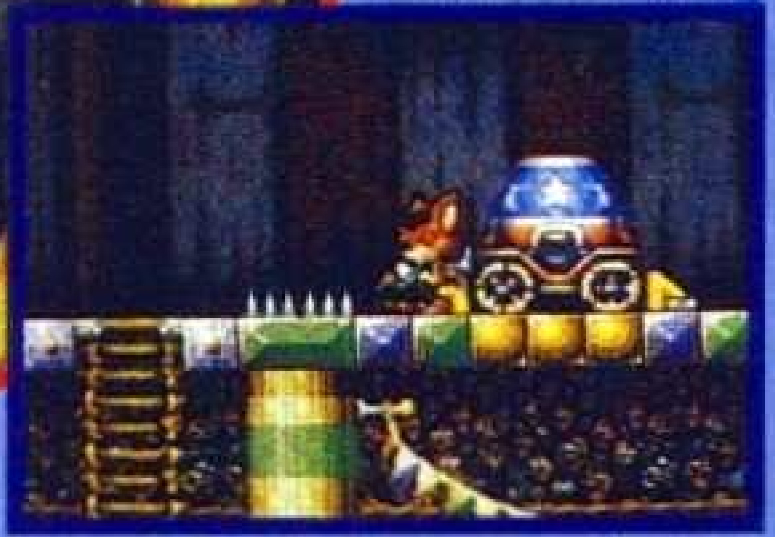
▼Sunsoft's firey new super-hero bat!

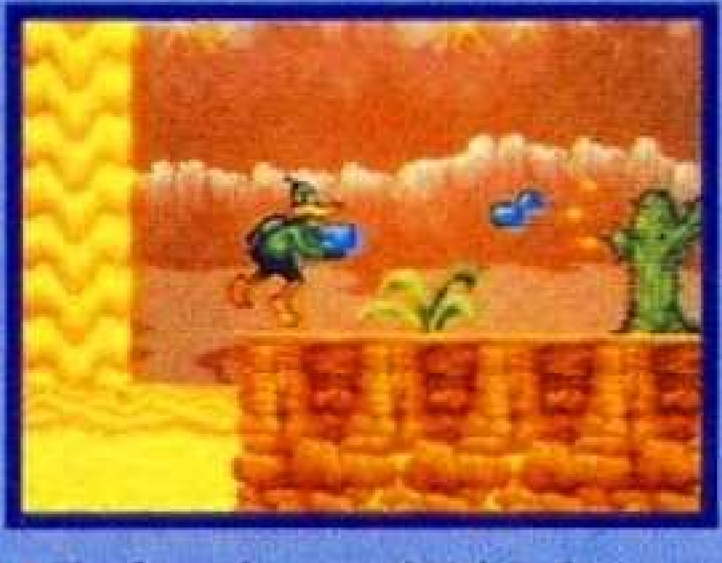




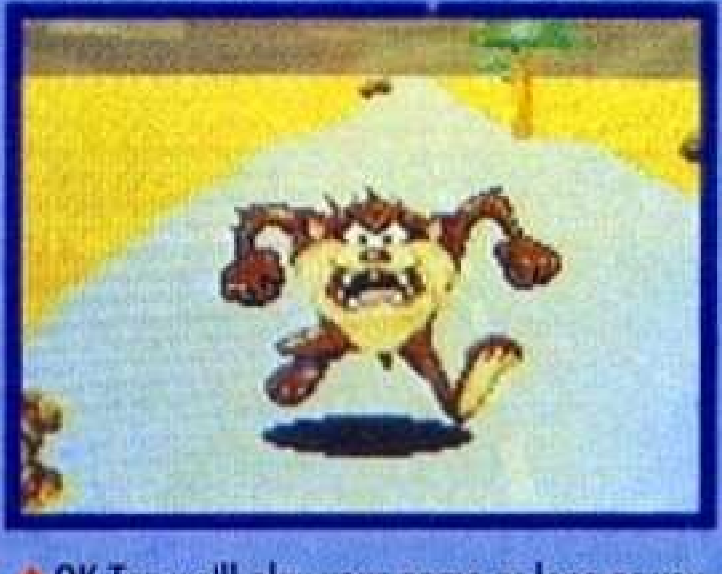
▲Up above the seats and browsers, Aero flying high.

▼Aero literally explodes with excitement!

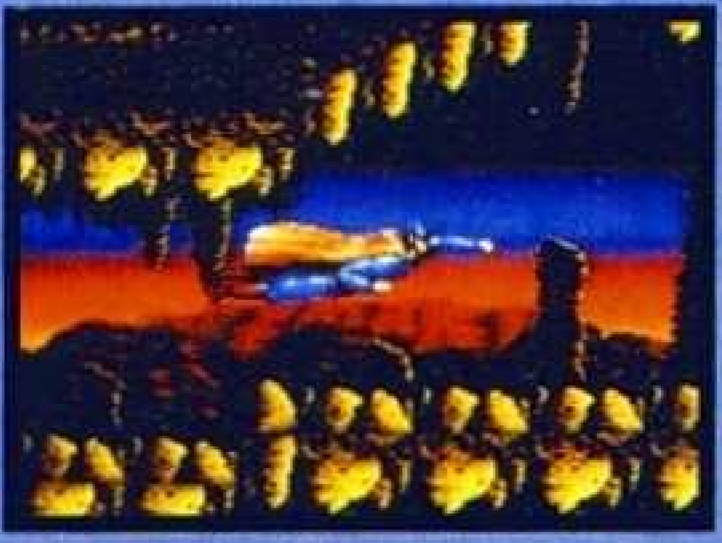




▲Thupfering thuppertasch! Ithh Duck Dodgerth!



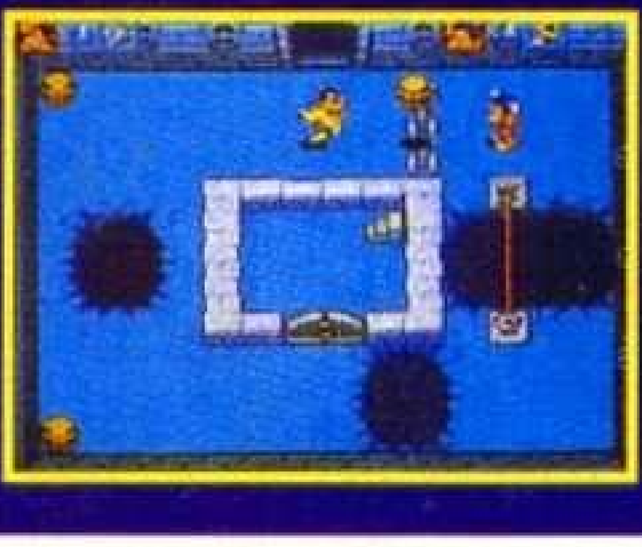
▲OK Taz we'll play your game as long as you promise not to eat our TV screen, man!



▲He suits and soars! Suoerman is given the task of saving the universe yet again.

CAPCOM'S DISNEY DELIGHTS

Super softco Capcom are going from strength to strength, and now they've got a whole hatful of Disney characters lined up for more cartoon-related japery. Goof Troop stars the one and only Goofy in a scrolling exploration game which owes quite a lot to Zelda and looks like being the business. Also at the show the company announced its license for Aladdin, and if the game proves anything like the hot thing the film is lining up to be this could be one of the great SNES games of the year!

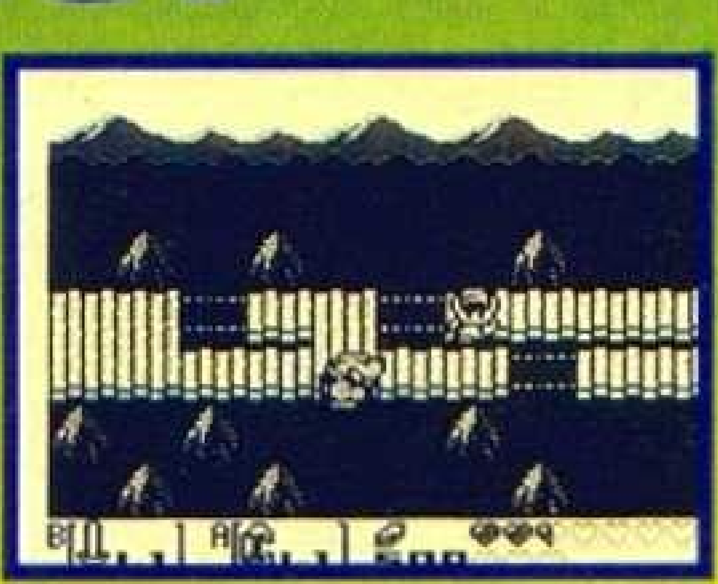


ZELDA HITS THE GAME BOY

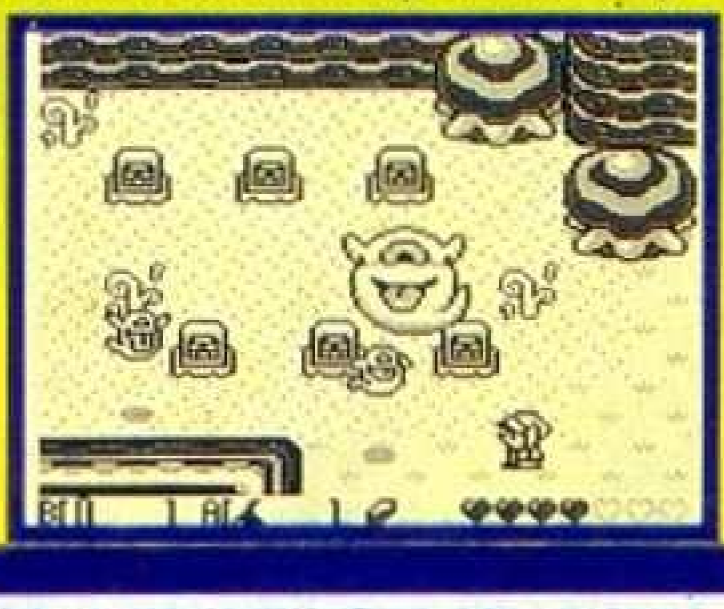
Hand-held fans starved of one of the greatest RPG romps ever need wait no more, because runaway Nintendo megahit Zelda is coming to the Game Boy. The Legend Of Zelda: Link's Awakening is the biggest Game Boy challenge ever, a 4-megabit battery-backed exploration fest second to none.

For anyone unfamiliar with the Zelda series (the games have sold over 8 million worldwide) each is a humungously vast challenge where a combination of gaming skills and intelligence is what gets you through.

The game is not simply a downgraded version of the SNES version but a completely rewritten game, complete with its own map, challenges and special features. It's going to take months to complete and we're drooling at the prospect of Link laughs on the train.

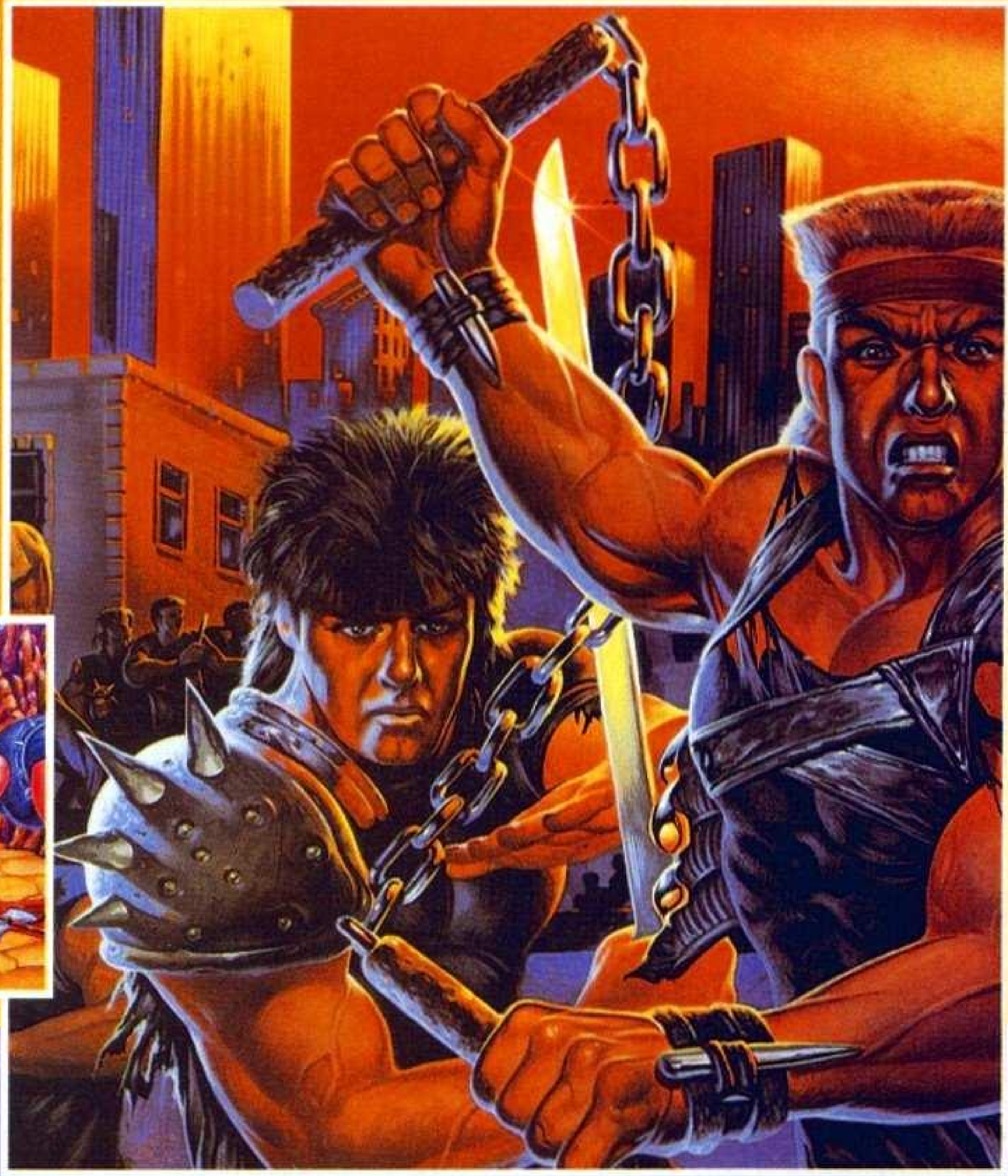


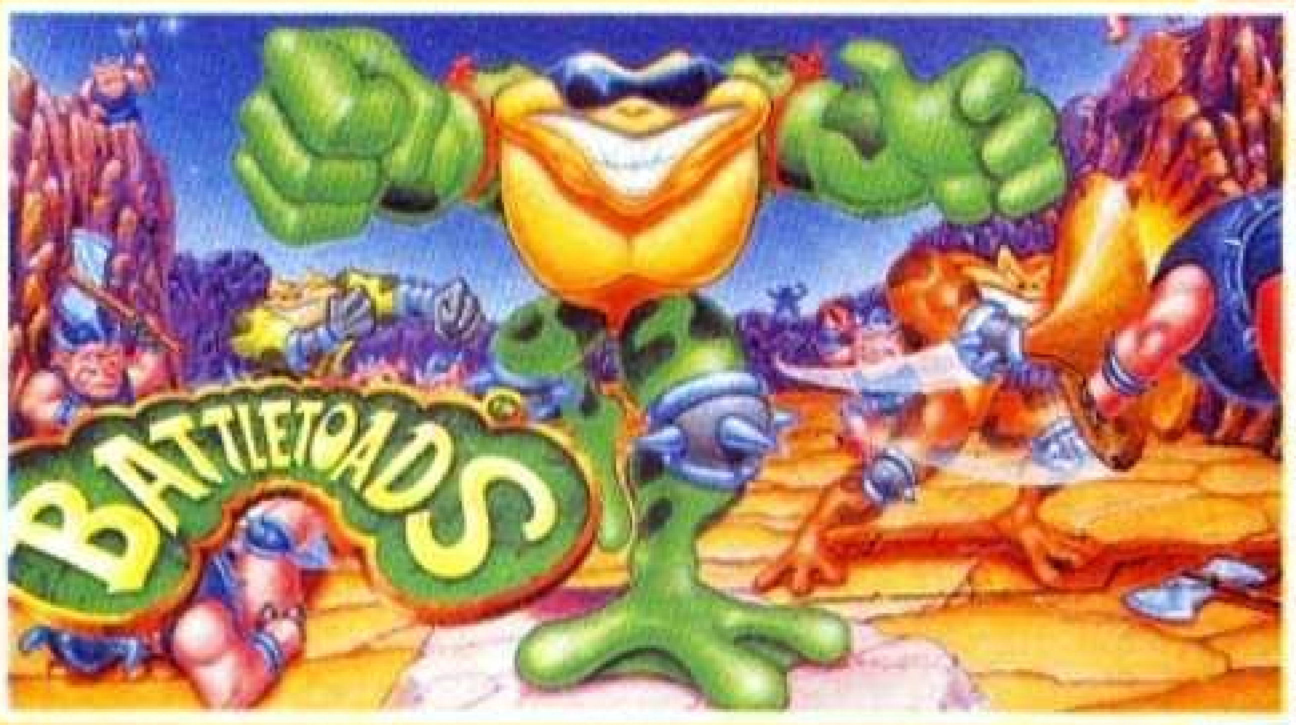
▼Link peruses the puff-pastry phantoms of death and destruction. Hey! What's so funny?!

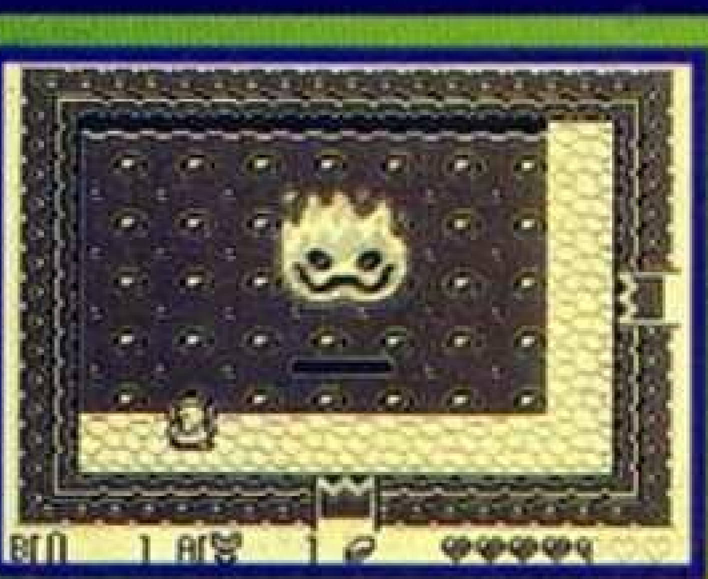


BATTLETOADS BRILLIANCE

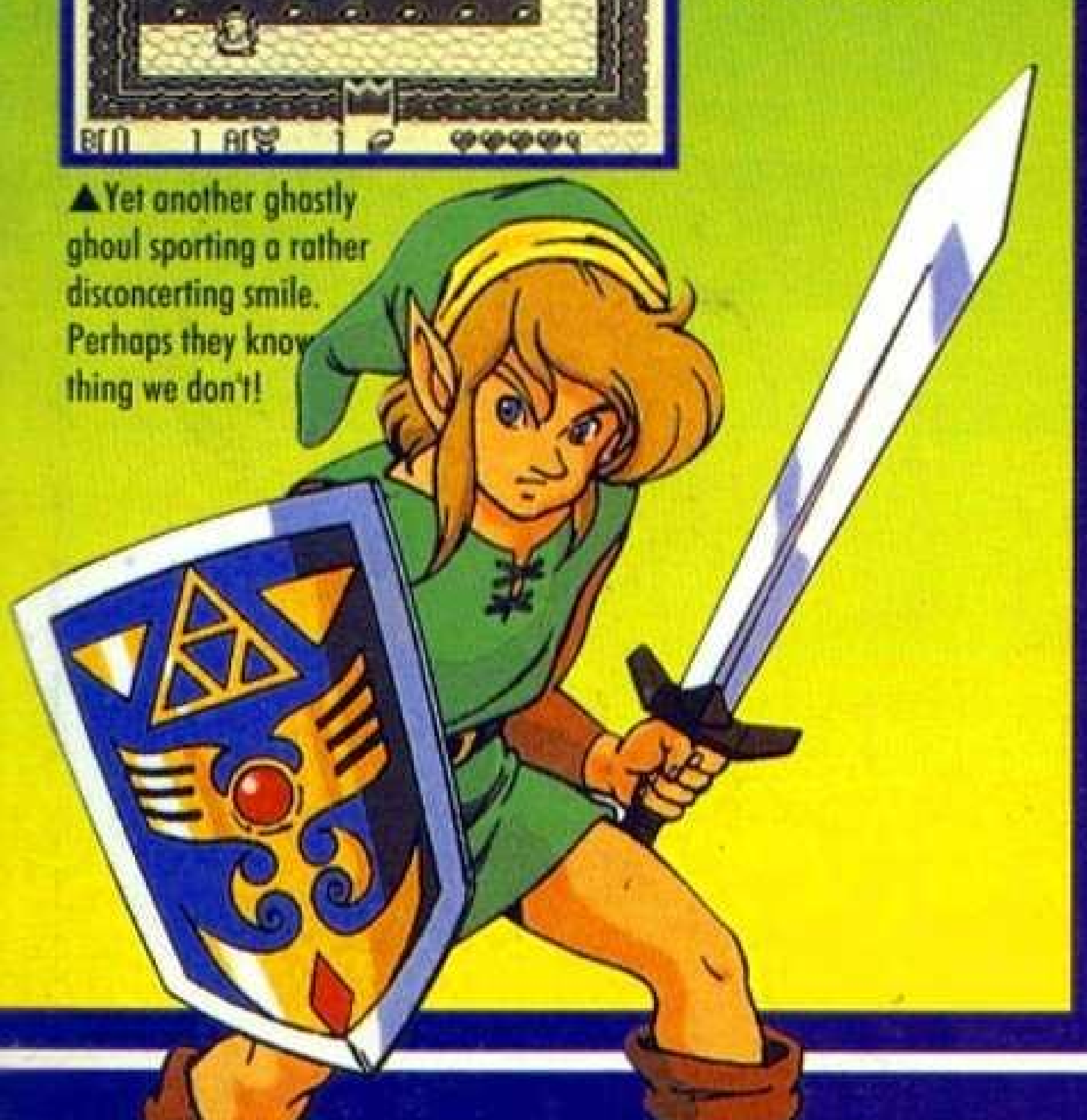
Battletoads fans looking forward to more amphibious heroics are in for a double dose of goodies when Tradewest release the game on SNES and unveil an incredible sounding sequel on the 8-bit machines. Battletoads In Battlemaniacs (new name) should be hitting the SNES fairly soon, featuring huge sprites, plenty of beat 'em up action and the option for two players to fight each other. But if that's not enough, the NES follow-up is Battletoads Double Dragon: The Ultimate Team! That's right, the toads team up with the Double Dragon boys to take on, well, everything which reckons it's hard. Details were scarce on this white hot little number, but word reaches us that we'll be able to take a look at the game soon. Stay tuned, because NMS gets EVERYTHING first!







▲Yet another ghostly ghoul sporting a rather disconcerting smile. Perhaps they know thing we don't!



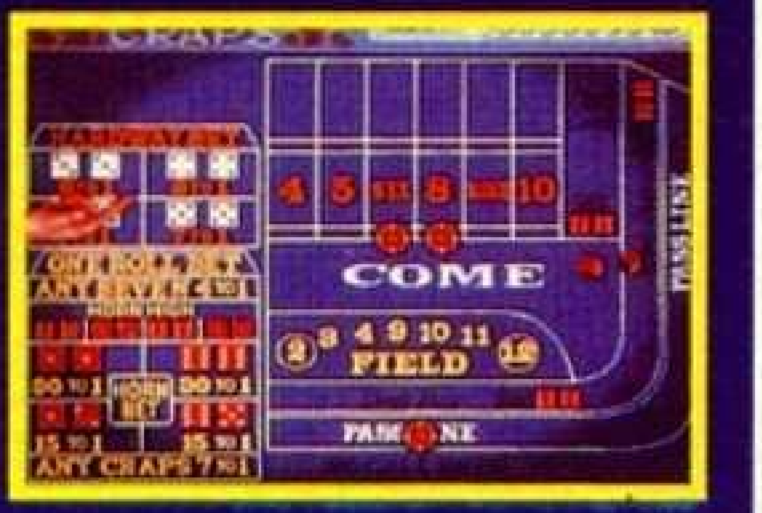
▼The heroic Link strikes his familiar pose and forgets, yet again, to cover those embarassing ears of his. Poor shame.

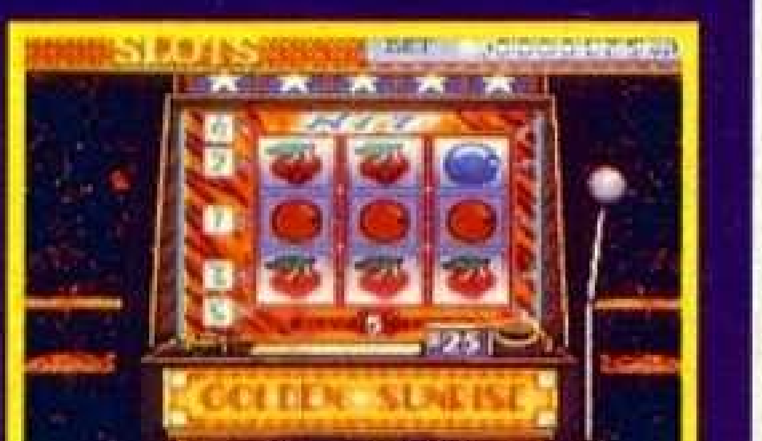
S'LOTS OF FUN!

What better place to show off gambling games than Las Vegas? Everyone who attended the CES got heartily sick of gambling, but if throwing away your hard-earned holds that special attraction then check out Nintendo's Vegas Stakes on the SNES.

The cart turns your Super Nintendo into a casino, with Blackjack, Slots, Roulette, Seven Card Stud or Craps to choose from. As a simulation of gambling, it's superb - with every variation of the games catered for and every gambling detail correct.

But there are two drawbacks - gambling games have never been able to recreate the excitement of chucking away real money or, more importantly, managed to simulate those distracting cocktail waitresses who do such a fine job putting you off the game...





ALIENS V PREDATOR

Two of the biggest monster hit movies ever take on each other head to head in Activision's SNES beat em up featuring, erm, an Alien and a Predator! The concept of these two alien ultra nasties beating the hell out of each other sounds like a lot of fun, and from the demo on show at CES it looks a lot of fun as well. How the gameplay measures up we don't yet know, but we'll have more details next month.

KIRBY KICKS ONTO NES

Great news for NES owners the world over! One of the biggest stars of the Game Boy is about to blow onto your machine - the one and only Kirby! Kirby's Dreamland is one of the NMS all-time Game Boy faves, and now everyone's favourite balloon boy is about to hit the 8-bit machines, courtesy of Nintendo.

Word has it that the game has been significantly improved from the Game Boy version - which is saying something - and that Kirby has new powers to use in his quest to restore the Foutain of Dreams. Graphics look fab, with enormous colourful sprites and smooth animation throughout.

In case you don't know, and there's no reason why you should, Kirby was designed by the man behind all the Mario games, which explains why this cart is so eagerly awaited. Watch NMS for the Exclusive Review real soon!

ANYONE FOR TENNIS?

If you thought Tennis on the Game Boy was the ultimate in on-court hand-held gaming, Nintendo have got news for you. They're about to release Top Rank Tennis on the Game Boy, set to elevate the portable sport to new heights.

Any number of players up to four (using an adaptor) can take part in the Super Tennis-style sim which proves just as tricky as the Super Nintendo classic. With singles or doubles, ranked or unranked, there are options galore in this glorious-looking sim.

At first sight the game looks similar to Super Tennis, and there's a very steep learning curve to keep skill levels high. How the game will compete against its aging predecessor remains to be seen, but NMS has already booked Centre Court.

HOW THE COOKIE CRUMBLES

That man Mario gets everywhere! Not one to hang around, he's got together with his dinosaur pal for Yoshi's Cookie, the latest puzzler from Nintendo. Again the game can be played by up to four players using an adaptor, and the result is said to even rival Tetris in the addictivity stakes.

At first sight the game looks similar to Columns (the colour sorting shapes game) but the switch here is that random icons appear from both the top and side of the screen and it's the pile itself you control as the player attempts to shift the shapes into order and eliminate them.

It's a sort of Tetris on two sides, and at first glance the game did look a little easy before later levels became a tad tougher. The game is squarely aimed at younger puzzlers, and should keep youngsters occupied while everybody else pits their wits against Tetris 2. The game will be released across all Nintendo formats, so more news soon.

GAME 93
THE COMPLETE LIST

Here it is - the complete list of ALL the Nintendo games you'll be playing this year, and some which you won't see until 1994! These are the games unveiled at the show, some of which you'll have heard of before, some of which you'll be itching to see and some of which may never see the light of day! All the big name games are in here, and this is the stuff we're going to be writing about in future issues.

SNES

Acclaim World Cup Soccer - Acclaim
Aerobiz - Koei Corporation
Aero The Acrobat - Sunsoft
Aladdin - Capcom
Alien 3 - Acclaim/LJN
Aliens v Predator - Activision
Amazing Tennis - Absolute Entertainment
American Gladiators - Gametek
Aquatic Games - Seika Corporation
Arcus Odyssey - Renovation Products
Barbie Fashion - Hi Tech
Batman Returns - Konami
Battle Blaze - American Sammy
Battle Grand Prix - Hudson Soft
Battletoads in Battlemaniacs - Tradewest
Bazooka Blitzkrieg (Super Scope) - Bandai America
Bebe's Kids - American Softworks
Bionic Volleyball - McO'River
B.O.B. - Electronic Arts
Brawl Brothers - Jaleco
Bubsy The Bobcat - Accolade
Cacoma Knight - Seta USA
Capcom's MVP Football - Capcom
Captain Novolin - Raya Systems
Claymates - Interplay
Clue - Parker Brothers
Congo's Caper - Data East
Cool World - Ocean
Cyber Spin - Takara USA
Dominus - Asciiware
Doomsday Warrior - Renovation Products
Dracula - Sony Imagesoft
Dream Probe - Renovation Products
Dream TV - Triffix Entertainment
Daffy Duck: Duck Dodgers - Sunsoft
Dungeon Master - JVC
Equinox - Sony Imagesoft
E.V.O. - Enix America
Extra Innings - Sony Imagesoft
F1 Grand Prix - McO'River
F1 Roc II - Seta USA
Fatal Fury - Takara USA
Final Fantasy Mystic Quest - Square Soft
Final Fight 2 - Capcom
Fire Power 2000 - Sunsoft
Fist Of The North Star - Electro Brain
Football Fury - American Sammy
Full Metal Planet - Electro Brain
Future Zone - Electro Brain
Generation 2 - Kemco
Gods - Mindscape
Goof Troop - Capcom
Harley's Humongous Adventure - Hi Tech
Hit The Ice - Taito America
Home Alone 2 - THQ Software
Imperium - Vic Tokai
Incredible Crash Dummies - Acclaim/LJN
Inindo: Way Of The Ninja - Koei Corporation
Jaguar - JVC
James Pond II - American Softworks
Jennifer Capriati Tennis - Renovation Products
Jeopardy! - Gametek
Joe And Mac 2 - Data East
Kawasaki Caribbean Challenge - Gametek
Kid Klown - Kemco
King Arthur's World - Jaleco
King Of Rally - American Technos
Lagoon - Seika Corporation
Lamborghini's American Challenge
Legends Of The Ring - Electro Brain
Lord Of The Rings - Interplay
Lost Mission - Vic Toka
Ma-Kendo - Seta USA
Mario Is Missing - Mindscape
Max Mania - Irem
Mechwarrior - Activision
Megarobot Golf - Toho Co
Metal Jack - Atlus Software
Metal Marines - Namco
Metal Masters - Electro Brain
Might and Magic II - American Sammy
Might and Magic III - American Sammy
Monday Night Football - Data East
Monopoly - Parker Brothers
Mortal Kombat - Acclaim
Musya: The Classic Japanese Tale Of Horror
NFL Football - Konami
NFL Quarterback Club - Acclaim/LJN
Nolan Ryan's Baseball - Romstar
Outlander - Mindscape
Pacific Theater Of Operations - Koei Corporation
Phalanx - Kemco
Pocky And Rocky - Natsume
Power League Baseball - Hudson Soft
Power League Volleyball - Hudson Soft
Power Moves - Kaneko
Power Spikes - McO'River
Pro Quarterback - Tradewest
Ren And Stimpy - THQ Software
Rock And Roll Racing - Interplay
Rocky And Bullwinkle - THQ Software
Rocky Rodent - Irem
SD Great Battle - Bandai America
Sengoku - Data East
Shadow Run - Data East
Shanghai II - Activision
Sim Earth - FCI
Skuljagger: Revolt of the Westicans - American Softworks
Skull Keep - JVC
Smart Ball - Sony Imagesoft
Sonic Blastman - Taito America
Space Football (One On One) - Triffix Entertainment
Speed Metal - Virgin
Spellcraft - Asciiware
Street Combat - Irem
Strike Gunner STG - NTVIC
Super Barbarian - Titus Software
Super Batter Up - Namco
Super Bases Loaded 2 - Jaleco
Super Battletank - Absolute Entertainment
Super Black Bass - Hot-B
Super Bomberman - Hudson Soft
Super Conflict - Vic Tokai
Super Dodgeball - American Technos
Super Empire Strikes Back - JVC
Super High Impact - Acclaim
Superman - Sunsoft
Super Ninja Boy - Culture Brain
Super Off Road Baja - Tradewest
Super Shadow Of The Beast - IGS
Super Slam Dunk - Virgin
Super Slap Shot - Virgin
Super Strike Eagle - Microprose
Super Troll Land - American Softworks
Super Turrican - Seika Corporation
Super Valis IV - Atlus Software
Super Widget - Atlus
Swamp Thing - THQ Software
Syvallion - JVC
T2: The Arcade Game (Super Scope) - Acclaim/LJN
Tazmania - Sunsoft
Tecmo Super NBA Basketball - Tecmo
Terminator - Mindscape
Terminator 2: Judgement Day - Acclaim/LJN
The Black Bass - Hot-B
The Blue Marlin - Hot-B
The First Samurai - Kemco
The Great Waldo Search
The Humans - Gametek
The Hunt For Red October (Super Scope) - Hi Tech
The Lost Vikings - Interplay
Thomas The Tank Engine - THQ Software
Tiny Toon Adventures: Buster Busts Loose - Konami
TKO Super Championship Boxing - Sofel Corporation
Tom And Jerry - Hi Tech
Tom And Jerry The Movie - Hi Tech
Top Gear 2 - Kemco
Toxic Crusaders - Bandai America
Toys - Absolute
Troddlers - Seika Corporation
Ultima: The False Prophet - FCI
Ultimate Fighter - Culture Brain
Unchartered Waters - Koei Corporation
Universal Soldier - Accolade

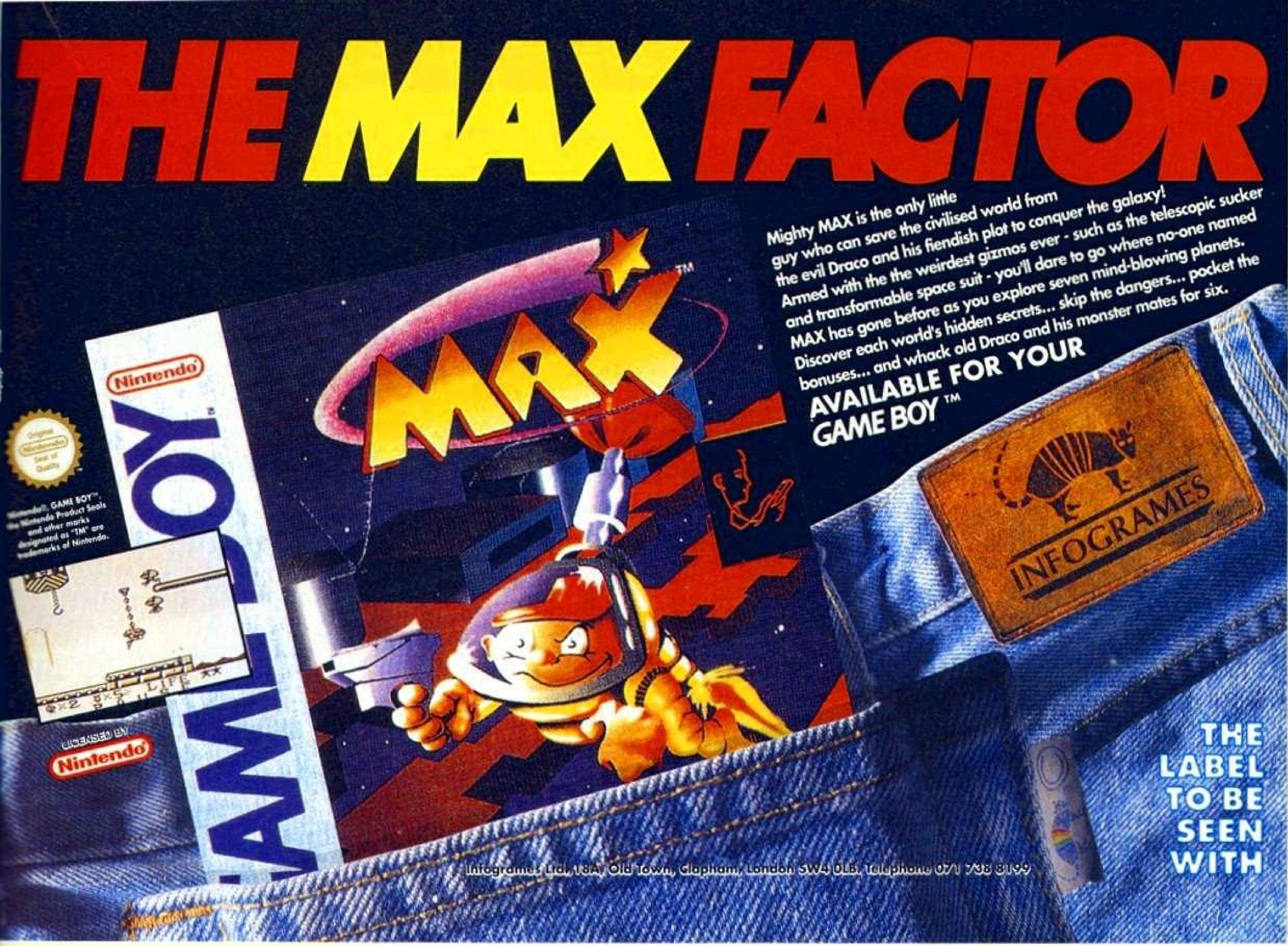
Utopia - Jaleco
Wayne's World - THQ Software
Warpspeed - Accolade
We're Back - Hi Tech
Wheel Of Fortune - Gametek
Where In The World Is Carmen Sandiego? - Hi Tech
Where In Time Is Carmen Sandiego? - Hi Tech
Wings 2 - Aces High - Namco
Wizard Of Oz - Seta USA
Wolf Child - Virgin
World League Soccer - Mindscape
WWF Super Wrestlemania 2 - Konami
X-Zone (Super Scope) - Kemco
Yoshi's Cookie - Bullet-Proof Software

GAME BOY

4-In-1 Funpack Vol 2 - Interplay
Adventure Island II - Hudson Soft
Avenging Spirit - Jaleco
Barbie Fashion - Hi Tech
Batman: The Animated Series - Konami
Battle Ping Pong - American Sammy
Battletoads Sequel - Tradewest
Beach Volley - Taito
Best Of The Best Championship Karate - Electro Brain
Bionic Battler - Electro Brain
Black Bass Lure Fishing - Hot-B
Bogge - Parker Brothers
Bo Jackson - THQ
Boxxle II - FCI
Buster Bros - Hudson Soft
Championship Fighter - Konami
Chuck Rock - Sony Imagesoft
Cool Ball - Takara
Cool World - Ocean
Crash 'N' The Boys Street Challenge - American Technos
Darkwing Duck - Capcom
Dodgeball - American Technos
Double Dragon III - Acclaim
Dracula - Sony Imagesoft
Duck Tales - Capcom
F-15 Strike Eagle - Microprose
Felix The Cat - Hudson Soft
Final Fantasy Legend II - Square Soft
George Foreman's KO Boxing - Acclaim
Ghostbusters II - Activision
Goal! - Jaleco
Great Greed - Namco
Hammerin' Harry - Irem
Heavyweight Championship Boxing - Activision
High Stakes Gambling - Electro Brain
Home Alone 2: Lost In New York - THQ
James Pond II - American Softworks
Jeopardy! - Gametek
Jimmy Connors' Pro Tennis Tour - Ubisoft
Jurassic Park - Ocean
Kid Dracula - Konami
Kingdom Crusade - Electro Brain
Krusty's Fun House - Acclaim
Lazlo's Leap - DTMC
Legend Of Zod - Vic Tokai
Lethal Weapon - Ocean
Little Mermaid - Capcom
Looney Tunes - Sunsoft
Malibu Beach Volleyball - Activision
Megalit - Takara
Metal Masters - Electro Brain
Milon's Secret Castle - Hudson Soft
Mousetrap Hotel - Electro Brain
Ninja Boy II - Culture Brain
Ninja Gaiden Shadow - Tecmo
Ninja Taro - American Sammy
Omar Sharif On Bridge - Interplay
Out Of Gas - FCI
Panel Action Bingo - FCI
Pinocchio - Electro Brain
Pit Fighter - THQ
Power Mission - NTVIC
Prophecy: Viking Child - Gametek
Pugsley's Scavenger Hunt - Ocean
Pyramids Of Ra - Matchbox Toys
Race Drivin' - THQ
Rampart - Jaleco
Ren and Stimpy 2 - THQ
Ring Rage - Taito
Robin Hood - Virgin Games
Rocky And Bullwinkle - THQ
Rolan's Curse II - American Sammy
R-Type II - Irem
Simpsons: Bartman Meets Radioactive Man - Acclaim
Smash TV - Acclaim
Spanky's Quest - Natsume
Spiderman 3 - LJN
Spot: The Cool Adventure - Virgin Games
Square Deal - DTMC
Star Hawk - Accolade
Star Trek: The Next Generation - Absolute Entertainment
Sumo Fighter - DTMC
Swamp Thing - THQ
Sword Of Hope 2 - Kemco America
Talespin - Capcom
Tecmo Bowl - Tecmo
The Chessmaster: Special Edition - Hi Tech
The Empire Strikes Back - Capcom
The Flash - THQ
The Flintstones - Taito
The Legend Of Zelda: Link's Awakening - Nintendo
Top Gun: Guts And Glory - Konami
Top Rank Tennis - Nintendo
Toxic Crusaders - Bandai America
Tumblepop - Data East
Turn And Burn - Absolute Entertainment
Ultima: Runes Of Virtue - FCI
Wayne's World - THQ
We're Back - Hi Tech
Wheel Of Fortune - Gametek
Who Framed Roger Rabbit - Capcom
Wordtris - Spectrum Holobyte
Wordzap - Jaleco
Yoshi's Cookie - Nintendo
Zen Intergalactic Ninja - Konami
Ace Harding: Lost In Las Vegas - Kemco America

NES

AD&D Hillsfar - FCI
Adventure Island III - Hudson Soft
Alien 3 - LJN
American Gladiators - Gametek
Bandit Kings Of Ancient China - Koei Corp
Barbie Fashion - Hi Tech
Baseball Simulator 1000 - Culture Brain
Bases Loaded 3 - Jaleco
Bases Loaded 4 - Jaleco
Bebe's Kids - American Softworks
Best Of The Best Championship Karate - Electro Brain
Bomberman II - Hudson Soft
Breaktime: The National Pool Tour - FCI
Caesar's Palace - Virgin Games
Casino Kid II - Sofel Corp
Cool World - Ocean
Crash 'N' The Boys: Ice Challenge - American Technos
Crash 'N' The Boys: Soccer Challenge - American Technos
Crash 'N' The Boys: Street Challenge - American Technos
Cyber Stadium Series - Base Wars
Danny Sullivan's Indy Heat - Tradewest
Darkwing Duck - Capcom
Dracula - Sony Imagesoft
Dragon Warrior IV - Enix America
Duck Tales II - Capcom
Eon Man - Taito
F-117A Stealth Fighter - Microprose
Fighting Simulator: World Champ - Culture Brain
Final Fight - Capcom
Fire 'N' Ice - Tecmo
Fisher-Price Firehouse Rescue - Gametek
Flight Of The Intruder - Mindscape
Formula One: Built To Win - Seta
Ghoul School - Electro Brain
GI Joe: The Atlantis Factor - Capcom
Goal 2 - Jaleco
Gold Medal Challenge - Capcom
Happily Ever After - Sofel Corp
Harlem Globetrotters - Gametek
Hit The Ice - Taito
Home Alone 2 - THQ
Incredible Crash Dummies - LJN
James Bond Jr - THQ
James Pond II - American Softworks
Jimmy Connors' Pro Tennis Tour - Ubisoft
Joe And Mac - Data East
Jurassic Park - Ocean
Kid Klown Nightmare World - Kemco America
Kirby's Adventure - Nintendo
Legend Of The Ghost Lion - Kemco America
Legends Of The Diamond - Bandai America
L'Empereur - Koei Corp
Lethal Weapon - Ocean
Little Samson - Taito
Magic Candle World - American Sammy
Metalstorm - Irem
Mickey's Safari In Letterland - Hi Tech
Motorcity Patrol - Matchbox Toys
Natsume Championship Wrestling - Natsume
Noah's Ark - Matchbox Toys
Ninja Gaiden III - Tecmo
Overlord - Virgin Games
Paperboy 2 - Mindscape
Pugsley's Scavenger Hunt - Ocean
Race America - Absolute Entertainment
Ren And Stimpy - THQ
Rocketeer - Bandai America
Rock 'N' Ball - NTVIC
Rocky And Bullwinkle - THQ
Rollerblade Racer - Hi Tech
Romance Of The Three Kingdoms II - Koei Corp
Roundball - Mindscape
Shatterhand - Jaleco
Space Shuttle Project - Absolute Entertainment
Spiderman: Return Of The Sinister 6 - LJN
Stanley: The Search For Dr Livingstone - Electro Brain
Super Pitfall - Activision
Super Troll Land - American Softworks
Swamp Thing - THQ
Tecmo Cup Soccer - Tecmo
The Black Bass - Hot-B
The Blue Marlin - Hot-B
The Great Waldo Search - TH
The Immortal - Electronic Arts
The Jetsons - NES
Thomas The Tank Engine - THQ
Tiny Toon Adventures: Trouble In Wackyland - Konami
Tiny Toon Adventures Cartoon Workshop - Konami
Tom And Jerry The Movie - Hi Tech
Toxic Crusaders - Bandai America
Turtles Arcade Game - Konami
Ultimate Journey - Bandai America
Wayne's World - THQ
We're Back - Hi Tech
Widget - Atlus Software
Wizard Of Oz - Seta
Wizardry II: Knight Of Diamonds - Asciiware
Yoshi's Cookie - Nintendo
Zen Intergalactic Ninja - Konami



THE MAX FACTOR

Mighty MAX is the only little guy who can save the civilised world from the evil Draco and his fiendish plot to conquer the galaxy! Armed with the the weirdest gizmos ever - such as the telescopic sucker and transformable space suit - you'll dare to go where no-one named MAX has gone before as you explore seven mind-blowing planets. Discover each world's hidden secrets... skip the dangers... pocket the bonuses... and whack old Draco and his monster mates for six.

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WELCOME!

This month- We have had a donation from AID THE GAME-LAME - a charity set up for sad gamers everywhere. As a result we are able to bring you another instalment of our Zelda guide and, what is this?, more Street fighter codes? Quick Doctor, theyre going into spasm!

GENERAL INVENTORY

Items of the greatest power and esteem within Hyrule.

MAIL

There are two other pieces of armour, both in the Dark World.

1. Blue Mail is found in the ice dungeon. It decreases battle damage.

2. Red Mail comes from Ganon's Tower, the most resilient form of protection.

MIRROR SHIELD

An extremely powerful magical item, which deflects other magic. Found low down in Turtle Rock.

BOMBOS MEDALLION

This talisman is found on a cliff near the desert, encased in a monolith. Use the Book of Mudora to free it. When used, it surrounds the user in a ring of magic fire, which kills most enemies. Use Bombos to break the ice around Kholdstare.

SUPER BOMB

An experimental weapon, the bomb is sold by a bomb seller, who lives at the centre of the Dark World. It has the power to breach even walls as thick as those of the Pyramid of Power. The design for the Super Bomb is only complete after the seventh crystal is recovered. Very timely.

MAGIC CAPE

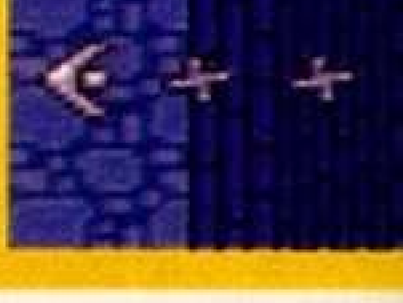
Located behind the headstone furthest to the east in the Graveyard. A running attack reveals an entrance to the Cape's chamber. When worn, the user is made invisible and is unharmed by enemy attacks. Only the shadow of the user is visible.

SHOVEL

An artifact with limited use, owned by the piping boy of the Dark World. Digging with it in the Light World unearths the useful flute.

HOOKSHOT

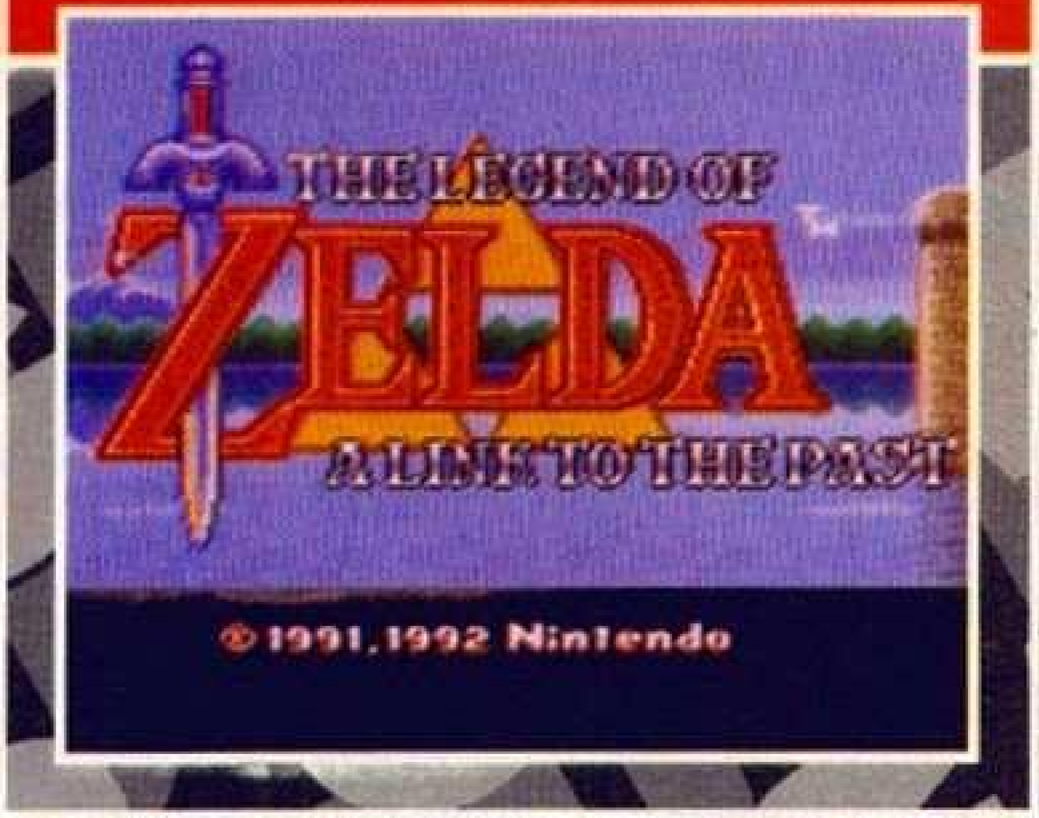
A peculiar item, doubling as weapon and tool. The Hookshot extends until it reaches an object, and then either pulls the user to the object or vice versa. Use it to cross chasms and rickety bridges, and defeat Arrghus. Found in Watergate Dungeon.



QUAKE MEDALLION

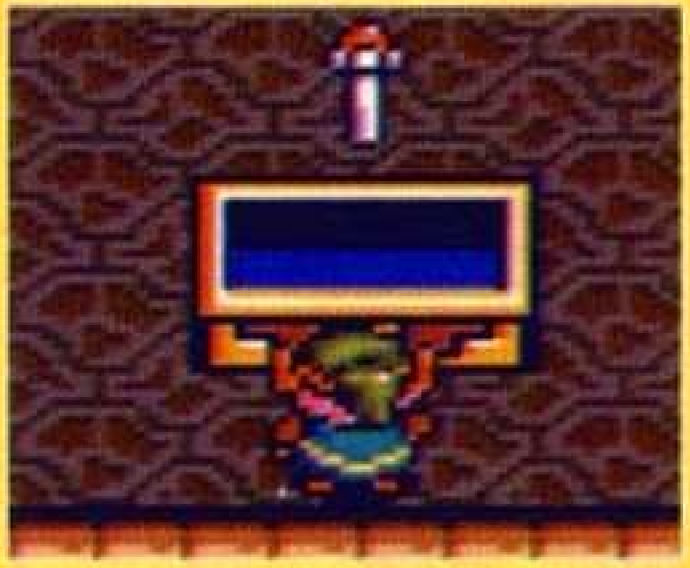
Once lost in the murky waters of the Lake of Ill Omen in the far north of the Dark World. It may be retrieved from the circle of stakes by throwing a rock in. On use, it creates a mini earthquake in the area. The Quake should be used on top of Turtle Rock to break the seal on the entrance.

This month we open up the NHS with our continuing and definitive guide to the world of Zelda - So take our hand, once more, as we blow the dust off the ancient parchments of Hyrule, solve more mysteries, find more objects and reveal their uses. This is the penultimate part of our guide, with advice for killing all those awkward monsters and a book of Sweethearts, that should keep even the most inept adventurer of trouble. Read on noble reader...



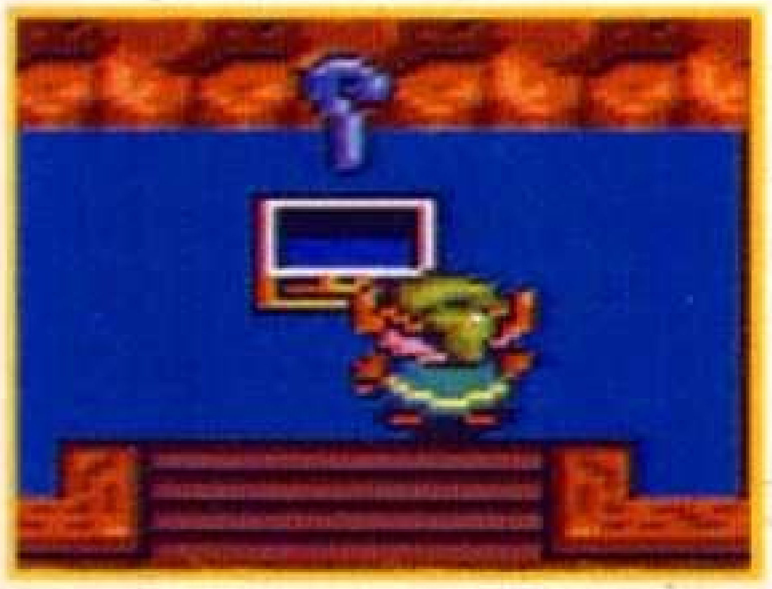
FIRE ROD

A magical rod which ejects blasts of fire. Found in a chest in the Skull Palace. Uses a lot of magical energy.



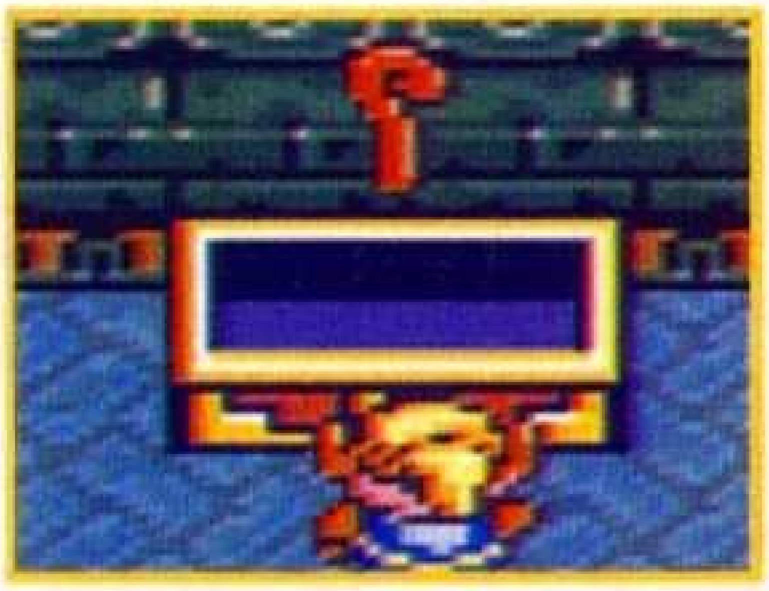
CANE OF BYRNA

This fascinating article originates from the Land of Byrna, where it was fashioned by powerful magicians. The cane swings in a circle, protecting the possessor from attack from all directions.It's power lasts as long as there is magic energy. The Cane is located in a cave reached by dropping off Death Mountain.



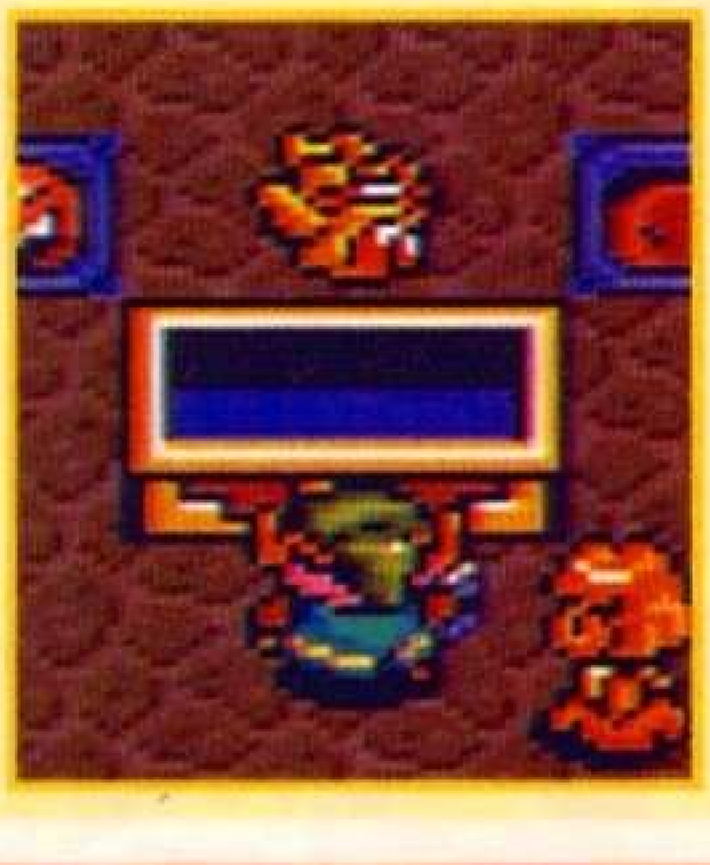
CANE OF SOMARIA

An amazing conjuror's wand, which grants the bearer the power to make blocks from mid-air. The wand forms blocks, which may be pushed or detonated, or platforms which may be ridden upon. Another advantage is its economical use of magical power. This Cane is found in the Misery Mire dungeon, and is vital to hold down switches there, and create platforms in the Turtle Rock labyrinth.



TITAN'S MITT

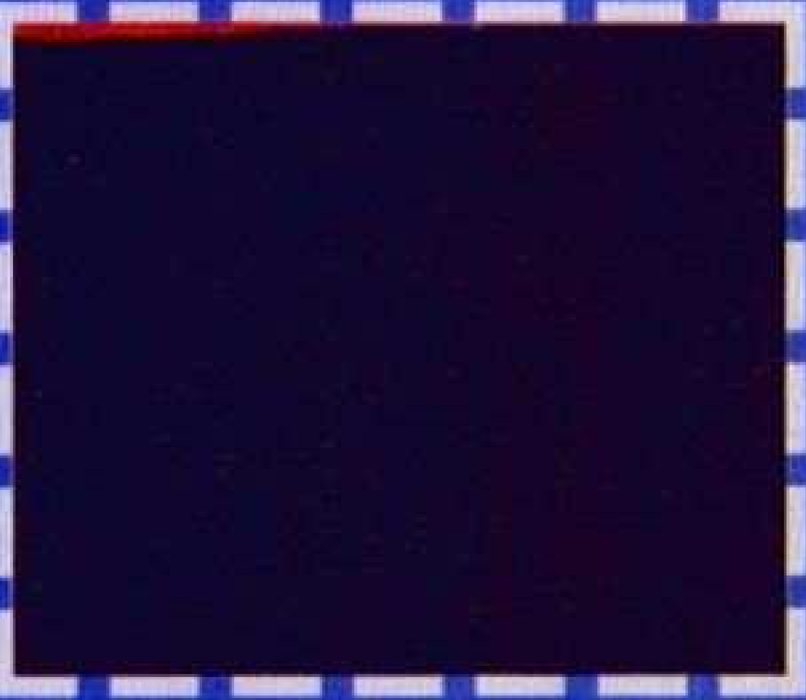
The Mitt is an improved version of the Power Glove. With it, even a small person is able to lift the largest and densest rocks. The Mitt is held in a chest deep in the Gargoyle's Lair, in the village of Outcasts.



THE BESTIARY CONTINUES

'Herein lies accounts of daemons, old beyond reckoning, powerful beyond imagining. Learn well the secrets of their destruction.'

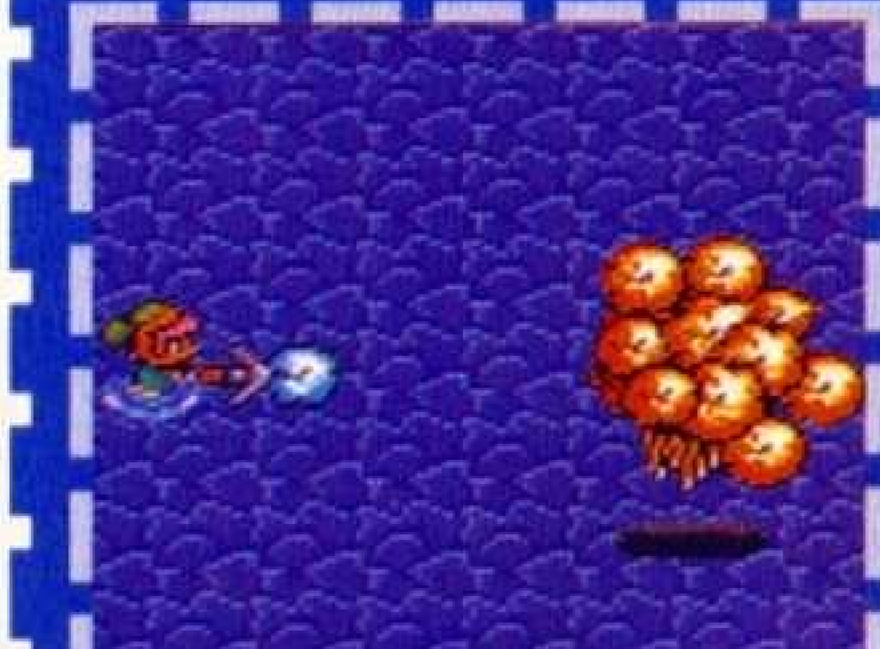
DARK PALACE - HELMASAUR KING



The Helmasaur King has a strong defence, and a devastating attack. His steel mask protects him from all weapons apart from the hammer and bombs. The best method is to lay bombs in his path, then retreat. When you see his tail vibrate quickly, hide in the furthest corner of the screen before he swings it. After the mask falls, direct arrows at the exposed gem on his fore-head.

WATERGATE DUNGEON - ARRGHUS

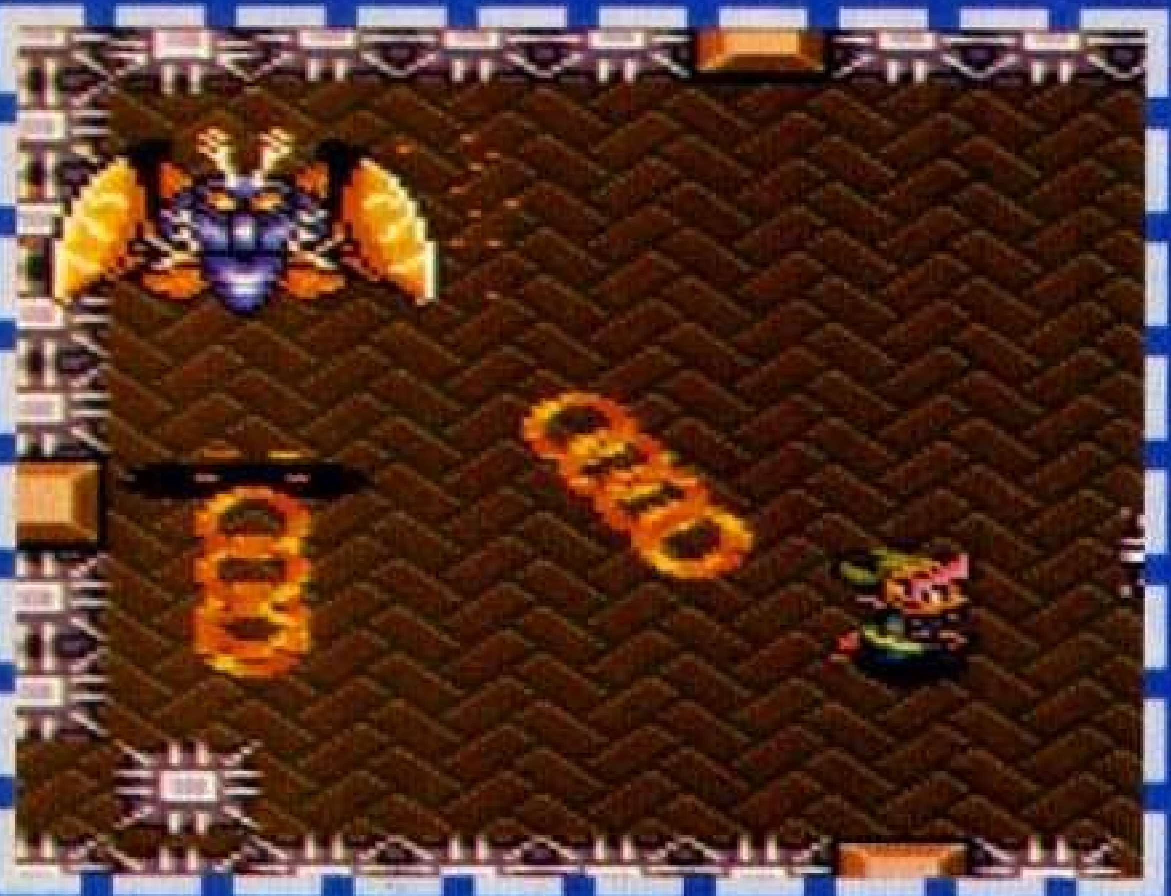
Arrghus must be fought in the knee-deep water of the swamp dungeon. The hookshot is the only effective weapon. Use it to pull one of the swarming Arrghi off their parent, and then use your sword to kill it. Watch for a colour change, and retreat to a safe distance whilst the Arrghi swarm outwards. Continue picking them off until only the eyeball is left. Keep moving, as he drops from the ceiling. Use arrows or spin attacks to end the battle.



THE BESTIARY CONTINUES

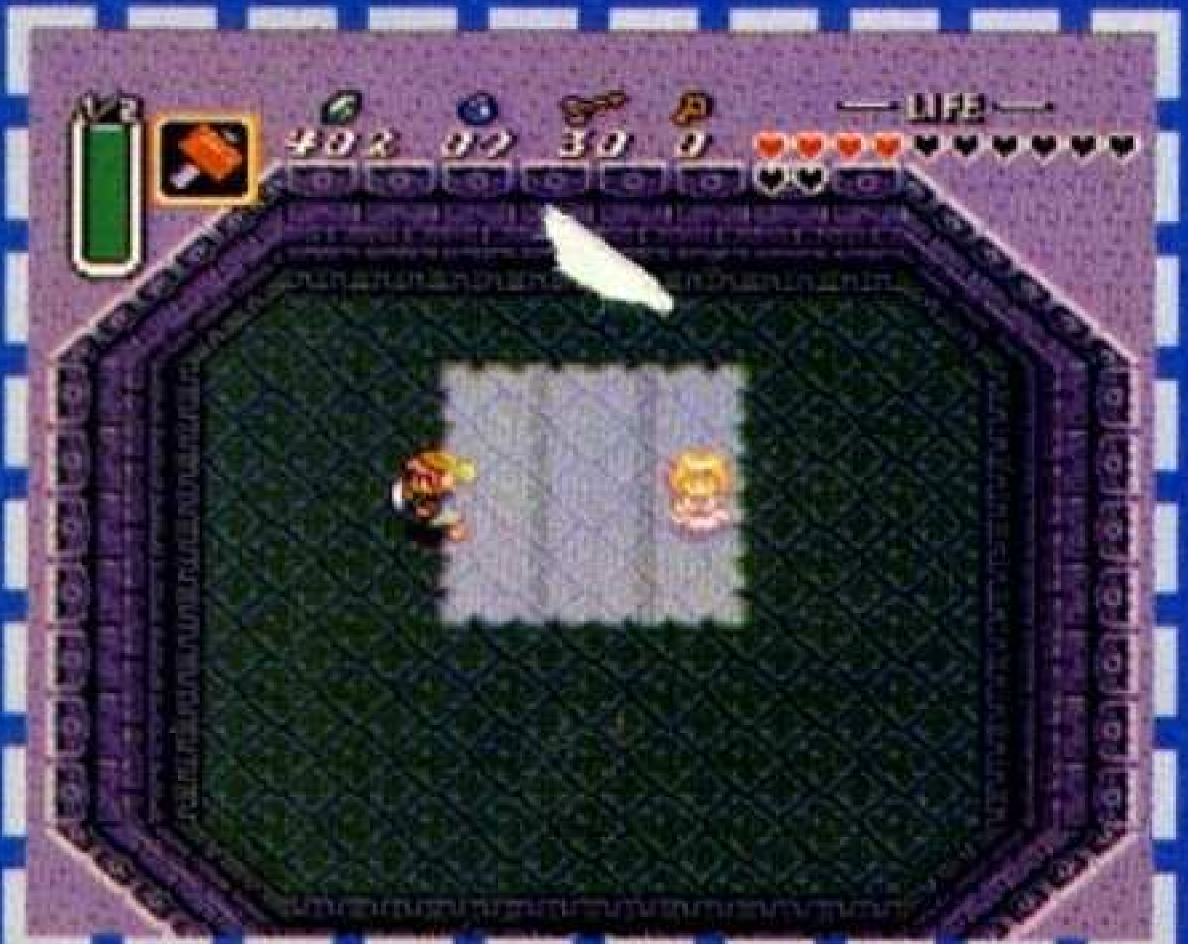
SKULL PALACE - MOTHULA

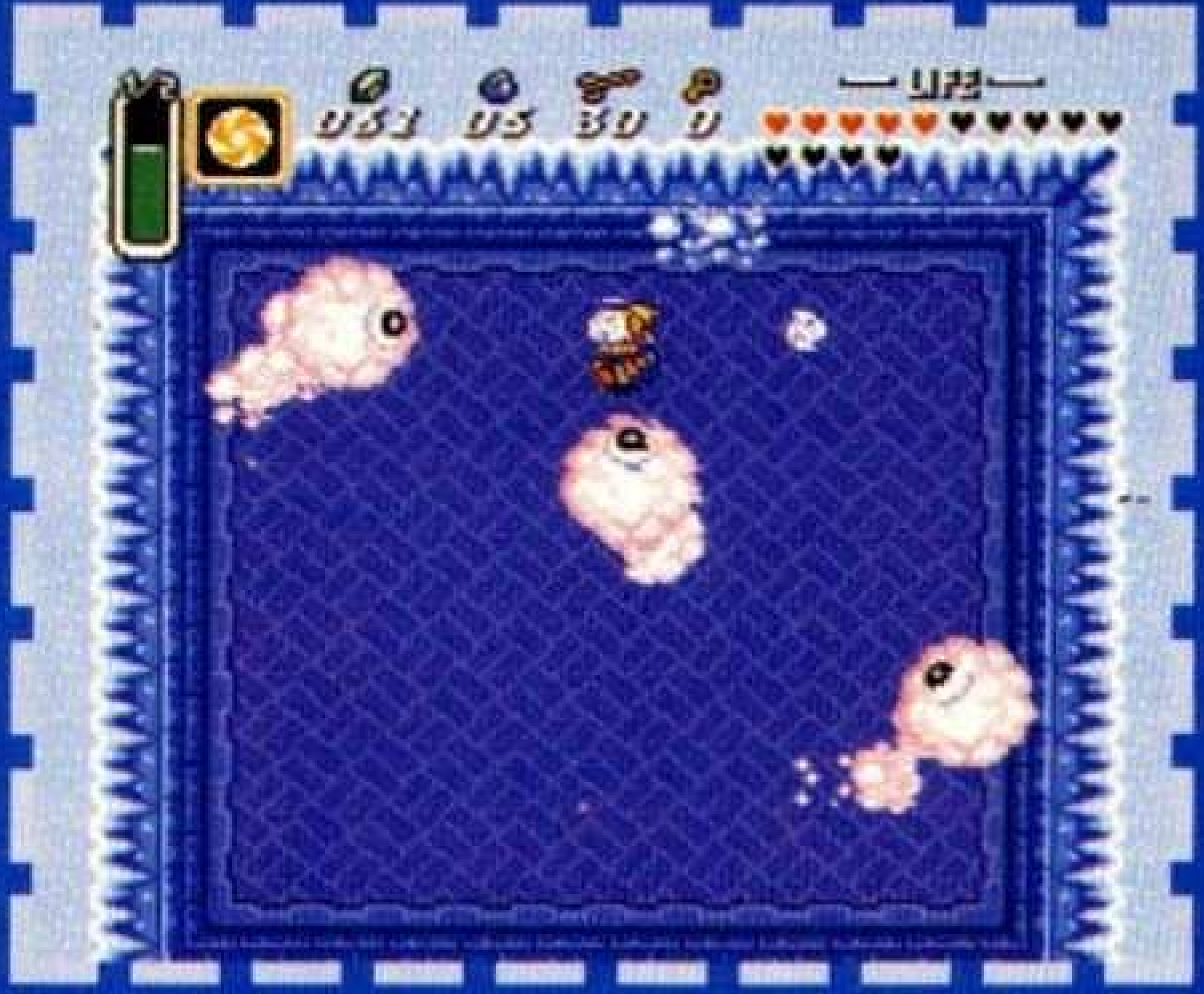
By the time any adventurer reaches here, they surely have the Fire Rod, which is the only really effective weapon to use on Mothula. The creature's own attack comes in the form of three energy beams. To avoid them, stay in a position just to the right or left of Mothula, as far down the screen as possible. The other hazard is presented by spikes lining the walls. Be alert for spikes suddenly sliding across the floor to the opposite side.



GARGOYLE'S DOMAIN - BLIND

Blind may evade you even after you explore his entire dungeon. To find him you must place a bomb in the room with the sunlit window — at the point where the light hits the floor. Then find the girl in the dungeon, and take her to the room below the sunlit one. Take her into the light to reveal...Blind! His attack pattern is basic, from top to bottom as he floats across the screen. Just keep aiming for his body, even when his head comes off. Dodge the heads and keep using arrows until he gives up the ghost for the final time.



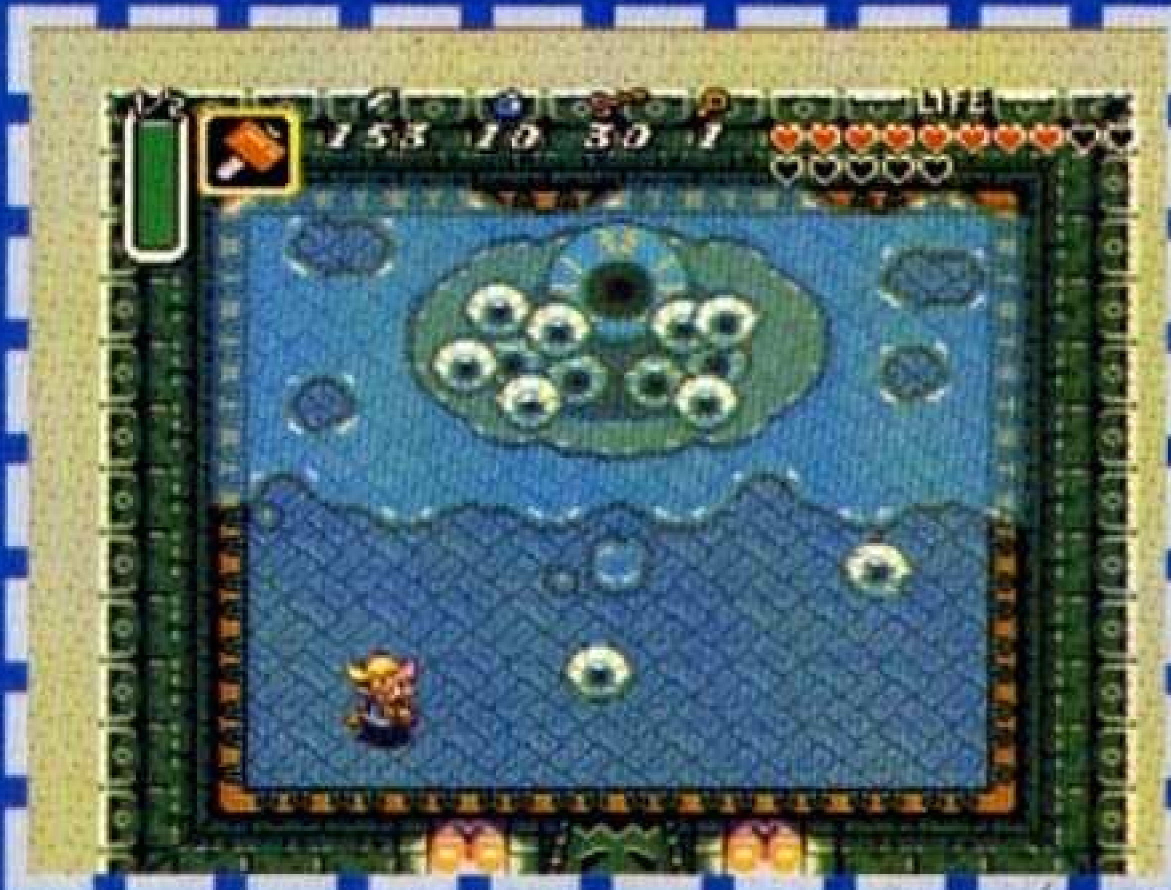


ICE LAKE DUNGEON - KHOLDSTARE

When you find this icy fiend he's enclosed in ice. Use your Bombos medallion to break the coating. Kholdstare splits into three parts. Concentrate on killing each part separately. Using sword attacks is the safest method to success. But watch out for the ice cubes which fall constantly from the ceiling, keep on moving. The Ice Boss shouldn't pose too many problems.

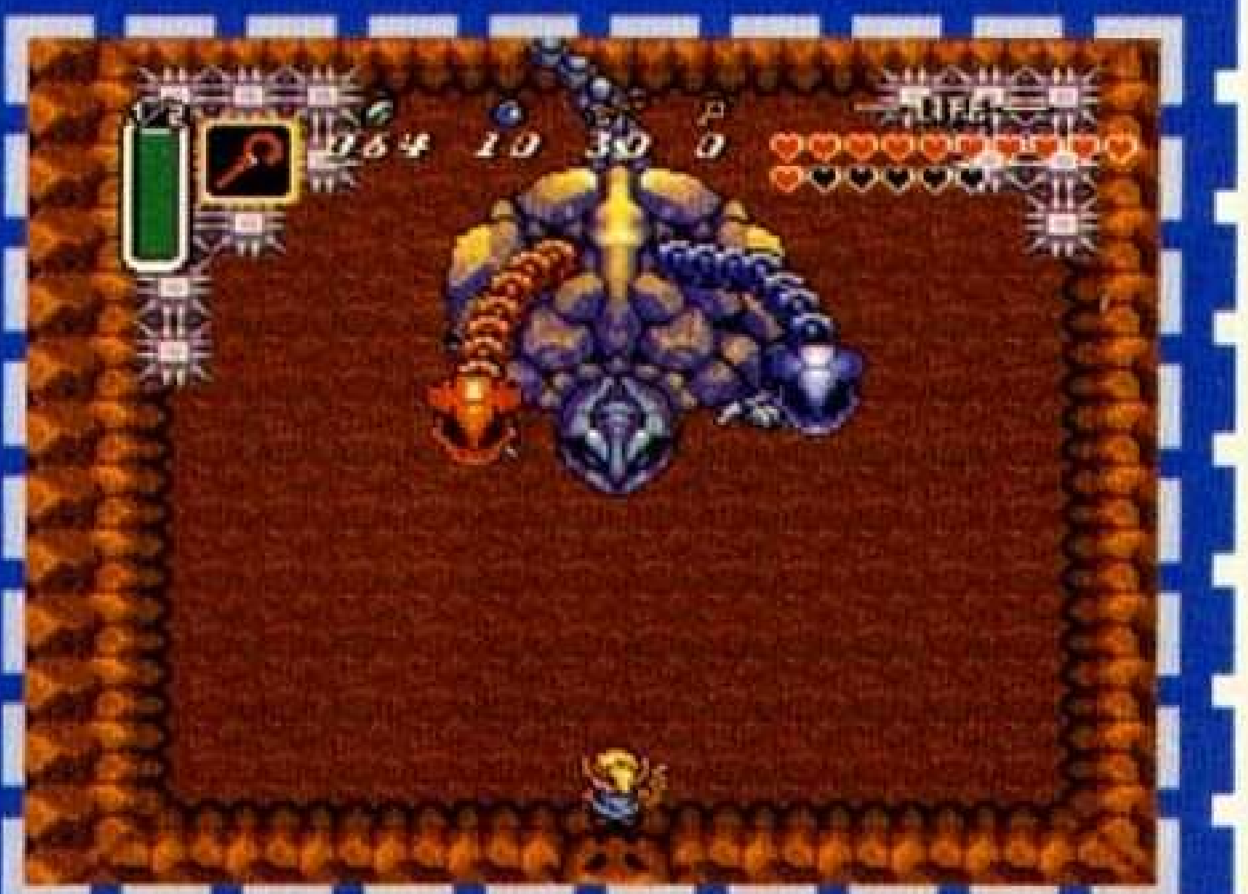
MISERY MIRE - VITREOUS

Probably the most gruesome boss, Vitreous attacks from his pool of slime. He has lots of little eyeball minions who come out one by one. Retreat into the corner and use lots of little sword strokes to fend them off. However, avoid Vitreous' lightning blasts, which come down the centre of the screen, by keeping to the side. Once all the little eyes are dealt with, prepare for Vitreous to come out himself. Fire arrows horizontally to keep him at a distance, and he's a breeze.



TURTLE ROCK - TRINEXX

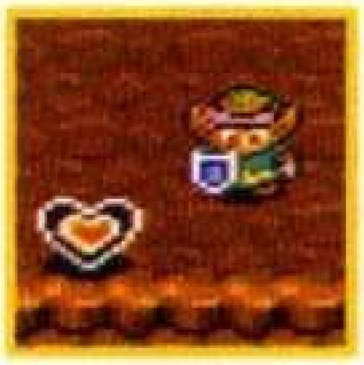
This last boss before Ganon's Tower demands immense reserves of magical power to defeat. Do not approach him without some bottled faeries and magic potions. Trinexx comes in three parts: an ice head, a hot head and a mid-section. Sensibly enough, the Fire Rod works best against the ice head, and the Ice Rod is best against the Fire Rod. A blast of magic is enough to freeze a head for a while, so nip in and use your sword. When only the mid-section is left, it transforms into a massive worm, skating everywhere across the screen. The vulnerable part is the middle of the abdomen, and the best technique is a full spin attack.



THE BOOK OF LOVE

A guide to all the secret hearts, which nourish and strengthen the fighters of Hyrule.

1. THE LOST WOODS



North of the Fortune Teller's Hut, there is a clump of nine bushes, hiding a hole. At the bottom of the hole is a piece of heart.

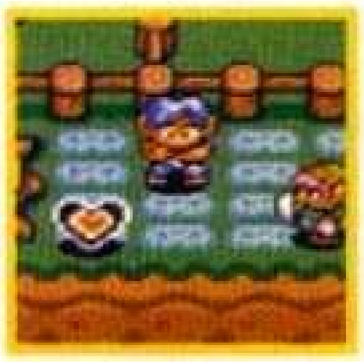
2. BIIND'S HIDEOUT

In the basement of the house in the village is a cache behind a cracked wall, hiding a heart.

3. KAKARIKO CAVE

In the North-West corner of the village. Fall down the hole to get the heart.

4. 15 SECOND GAME



See Zelda Guide part I (issue 3) to find the way to the 15 second game.

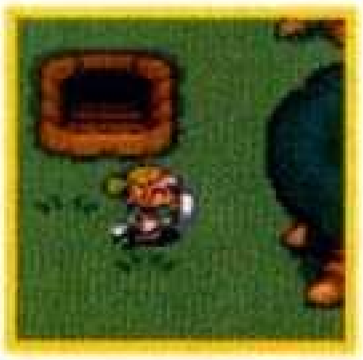
5. SWAMP ENTRANCE

A piece of heart is hidden in the depths of the water pool. Enter the watergate and pull the right lever to drain the pool.

6. NORTH-EAST DESERT CAVE

In the top corner of the desert lies a cave. In the room where the wise-man lives, a heart lies hidden in the bottom wall.

7. WEST OF THE SANCTUARY



A pile of rocks hides an entrance to a heart-bearing cave. Use your running attack to break open the entrance.

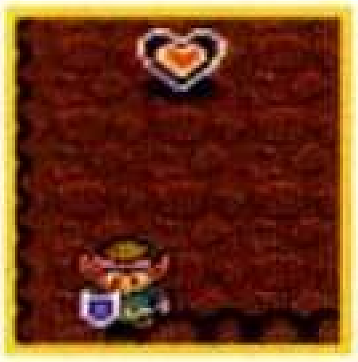
8. SOUTH-WEST CORNER OF THE DESERT

This piece is only obtainable by going through the first level of the Desert Palace. When you emerge onto the plateau, walk south to the container.

9. SOUTH-WEST OF ZORA

A tricky piece to find. After leaving Zora go south, and go over the first waterfall. Then turn smartly west and walk up the grassy slope to find a fenced-in piece of heart.

10. BELOW SPECTACLE ROCK

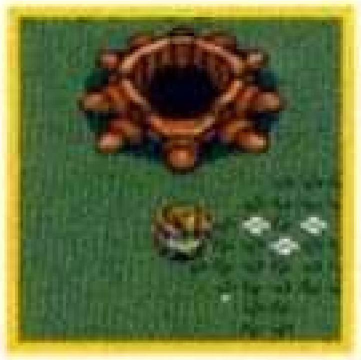


There are two secret caves reached by jumping off the cliff at Spectacle Rock. The one on the right hand side holds another heart container.

11. SPECTACLE ROCK

An easily located heart, lying on top of the odd-shaped rock.

12. THE WOODMEN'S TREE



Near the Woods, two men work in vain to fell a tree. After Agahnim is defeated for the first time, they go home and you may return to find a cave, and heart there, entered from the tree.

13. PYRAMID OF POWER

A heart container is within easy reach, tucked round the right side of the first level of the pyramid.

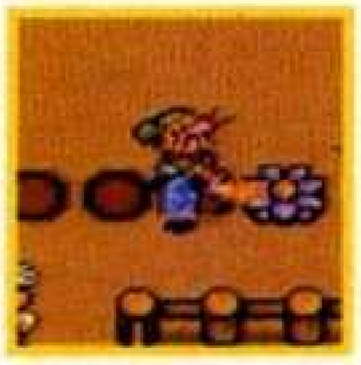
14. LAKE HYLIA, STONE CIRCLE

A piece of heart lies under the lake, in the Light World. However, it must be approached from the Dark World by warping from the circle stones.

15. HAUNTED GROVE

In the Dark World, just south of the Haunted Grove, is a clump of bushes. Stand in the centre of these and warp to the Light World. Now you are on a small plateau with a cave to find the heart.

16. THE DIG

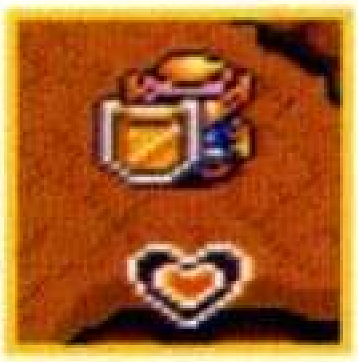


The location equal to the 15 second game in the Dark World is a chance to find a buried piece of heart, though each try costs 80 rupees. The prize is worth quite a few attempts.

17. NORTH OF THE GRAVEYARD

In the Dark World, there is a small ladder and plateau to the north of the Graveyard. Climb this and then warp to the Light World, to reveal a cave hiding a heart.

18. CAPE OF GOOD HEART



In the Dark World, in the foothills of the mountains is a sign "I'll give a piece of heart to the person who wears the cape". This is a clue for the cape bearer to go past the bumper, which is normally impassable. A heart piece lies beyond.

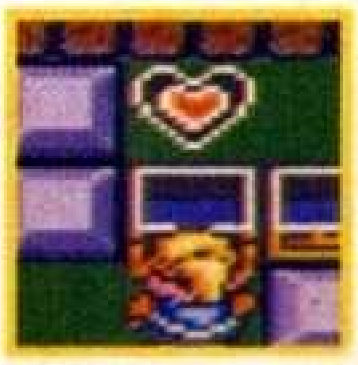
19. THE CHEST GAME

In the Village of Outcasts there is a game of chance. Open many chests to reveal the single hidden heart container.

20. SMITHIES' STAKES

In the Dark World, near the Blacksmith's, there is an odd array of purple stakes. Beat every last one with the hammer, to transform the tree stump into a cave entrance.

21. MISERY MIRE

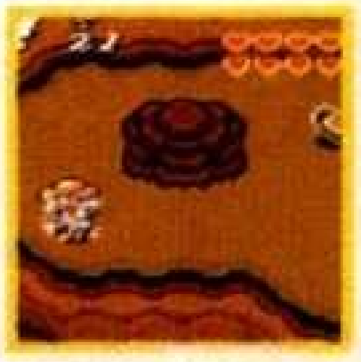


The west cave entrance in the Misery Mire leads to a chamber with a heart, kept in a chest.

22. NORTH-EAST OF MISERY MIRE

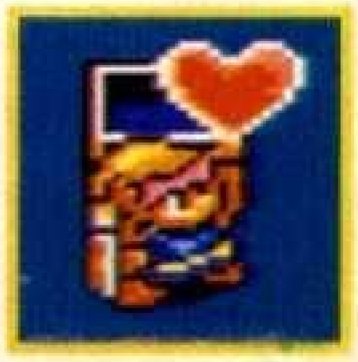
Go to the cul-de-sac found in the top corner of Misery Mire. Warp to the Light World to find another isolated cave, covered by a stone. A heart lies beyond.

23. DEATH MOUNTAIN



Travel west from Turtle Rock. Lift the heavy rock to reveal a cave filled with chests and skulls. There is an invisible bridge which may be crossed by using the Cane of Somaria as a guide. A heart is the reward for exploration.

24. NARROW LEDGE



On Death Mountain there is a long narrow ledge, across the bridge. At the right hand end warp using the mirror. The heart is nearby in a cave.

NEXT MONTH

The final part, the final secrets of Zelda are revealed, in a Q&A session, and a guide to Ganon. Don't miss it!

TIPS AND TACTICS

HELP! Cries of "I can't do it!" and "It's impossible!" resound across the land but nobody seems to hear them! What can we do? Where do we turn? This is a job for the Super NHS Doctor: Guru of the high-score, practitioner to the game lame and all round gentle fellow, not to mention the interesting things he does with those hands. His tips galore, that we present to you out of the goodness of our hearts, include a special code screen for Super Star Wars but best of the black-bag this month is the cheat for playing as the bosses in Super NES Street Fighter II. Yes, really!

SUPER NES

BART'S NIGHTMARE

This game could do with some extra life in most places, let alone hiding the same from devoted gamesplayers. However James Digby from Long Bennington claims that there are many 1-UPs for the taking, with a maximum of four, by getting the fire extinguisher during the Itchy and Scratchy stage then shooting the light-bulbs.

SUPER STAR WARS

To access this secret, special code screen start the game as usual then do this on the first level: Hold down the Y, B, X and A buttons simultaneously and press START. Listen to a few tunes then go back to the game by pressing START again. Repeat the trick and go back into the sound test. Notice that the words beneath SOUND TEST are now different! Keep returning to the game and repeating this cheat until the messages beneath SOUND TEST dispose two secret codes.

The first of the codes allows Luke to continue five times and this is done by pressing X, B, B, A, Y. To get the Light Sabre straight away the code is Y, Y, X, X, A, B, X, A. These codes only work if you switch off the Super NES and then turn it back on first. Do this and input the codes when the START GAME and OPTION MENU box is on screen, listening out for a Jawa's squeak that indicates success. Please note that simply resetting the machine after accessing the secret screen does not work - switch the machine OFF then ON again, got it! Thanks to Donald Poland of Dumfries in Scotland for that.

SUPER MARIO KART

Bonnie young Clyde Vaughan wrote in with this tip to access the Special Cup course in Super Mario Kart without having won all the others first. Select the time-trial option then move the cursor to the Mushroom Cup at the top, left-hand side. By pressing L,R,L,R,L,L,R,R then A it is then possible to choose the five new courses.

PUSHOVER

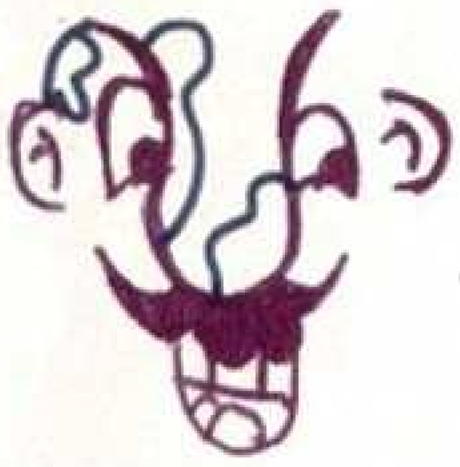
Richard Langdon and Ellery Russel have together compiled this huge list of codes for Pushover:

Level One: 00512
Level Two: 01536
Level Three: 01024
Level Four: 03072
Level Five: 03584
Level Six: 02560
Level Seven: 02048
Level Eight: 06144
Level Nine: 06656
Level Ten: 07680
Level Eleven: 07168
Level Twelve: 05122
Level Thirteen: 05634
Level Fourteen: 04610
Level Fifteen: 04098
Level Sixteen: 12290
Level Seventeen: 12802
Level Eighteen: 13826
Level Nineteen: 13314
Level Twenty: 15362
Level Twenty-one: 15878
Level Twenty-two: 14854
Level Twenty-three: 14342
Level Twenty-four: 10246
Level Twenty-five: 10758
Level Twenty-six: 11782
Level Twenty-seven: 11270
Level Twenty-eight: 09222
Level Twenty-nine: 09734
Level Thirty: 08718
Level Thirty-one: 08206
Level Thirty-two: 24590
Level Thirty-three: 25102
Level Thirty-four: 26126
Level Thirty-five: 25614
Level Thirty-six: 27662
Level Thirty-seven: 28174
Level Thirty-eight: 27150
Level Thirty-nine: 26638
Level Forty: 30734
Level Forty-one: 31246
Level Forty-two: 32270
Level Forty-three: 31758
Level Forty-four: 29726
Level Forty-five: 30238
Level Forty-six: 29214
Level Forty-seven: 28702
Level Forty-eight: 20510
Level Forty-nine: 21022
Level Fifty: 22046
Level Fifty-one: 21534
Level Fifty-two: 23582
Level Fifty-three: 24094
Level Fifty-four: 23070
Level Fifty-five: 22558
Level Fifty-six: 18494
Level Fifty-seven: 19006
Level Fifty-eight: 20030
Level Fifty-nine: 19518
Level Sixty: 17470
Level Sixty-one: 17982
Level Sixty-two: 16958
Level Sixty-three: 16510
Level Sixty-four: 16511
Level Sixty-five: 17023
Level Sixty-six: 18047
Level Sixty-seven: 17535
Level Sixty-eight: 19583
Level Sixty-nine: 20095
Level Seventy: 19071
Level Seventy-one: 18559
Level Seventy-two: 22655
Level Seventy-three: 23167
Level Seventy-four: 24191
Level Seventy-five: 23679
Level Seventy-six: 21631
Level Seventy-seven: 22143
Level Seventy-eight: 21247
Level Seventy-nine: 20735
Level Eighty: 28927
Level Eighty-one: 29439
Level Eighty-two: 30463
Level Eighty-three: 29951
Level Eighty-four: 31999
Level Eighty-five: 32511
Level Eighty-six: 31487
Level Eighty-seven: 30975
Level Eighty-eight: 26879
Level Eighty-nine: 27647
Level Ninety: 28671
Level Ninety-one: 28159
Level Ninety-two: 26111
Level Ninety-three 26623
Level Ninety-four: 25599
Level Ninety-five: 25087
Level Ninety-six: 08703
Level Ninety-seven: 09215
Level Ninety-eight: 10239
Level Ninety-nine: 09727
Level One Hundred: 44543

BLAZING SKIES

For a speedy progression through the ranks in Namco's Blazing Skies, WWI flight sim/ shot-em-up here's a list of codes compiled during our review:

Level One: FGYHMBL!nG!xF!
Level Two: r5xKDJC2pf!V
Level Three: HCcMJ6R!brG!v!
Level Four: VrBPWPBHvw!2
Level Five: T!LRLRlwBBF!B!
Level Six: ¡D1TXGdtGB!r
Level Seven: sB7QOwWYGBD
Level Eight: CG!YPDM413!Zh!
Level Nine: hBWOJGJ4BH!Q
Level Ten: !7zG!LR6xwWw2
Level Eleven: b!!s!TWM4!NPG!Gv
Level Twelve: G!!dNNG1BQKD6



PHALANX

We have a little tip of our own for this complete banjo of a shoot-em-up on the Super NES, but it isn't fit to print. Should you wish to take Matt Wilkin and Simon Morton-Mason's advice then try this on the second, water level stage: Fly the ship across the water until a yellow square with an E on it arrives on screen. Direct the ship towards this and just behind it, push and hold UP to enter a secret level. This also transports the ship to a later part of the same level.Gosh!

LEMMINGS

Apparently the codes we printed for Super NES Lemmings only work on the American version. So, for those who desperately need them, here are four codes that allow the player to access all the FUN, TRICKY, TAXING and MAYHEM skill levels:

FUN: WBZWWCB
TRICKY: SKKWSZD
TAXING: MGVJBKZ
MAYHEM: CQLRCHF

Dominic Greensmith, you saved our lives.

SUPER STAR WARS

Stephen Messenger relayed this miniature guide to JVC's masterpiece Super Star Wars.

On the first level at the point where the Womp Rats attack with the skeleton in the background, remaining in the same position and continuously blasting away reveals two-hearts and a blaster power-up. The Landspeeder sections, both level two and six, are simplified by ignoring the rockets and just shifting from side to side - only use the rockets to speed towards the next stage.

For an extra 1-UP on the first half of the Sand Crawler stage, before Luke jumps into the Crawler itself, shoot above the exit then jump down. Another 1-UP and other goodies are available if, on stage four, the player continues past the grey guns and jumps across the first, and most obvious exit. This is because there is a secret room awaiting on the other side of the wall. In all there are three hearts, two power-ups and one extra life. Cheers chief!

TMNT IV

The snide Clyde of the Vaughan clan has also let us into the secret of a boss select on the fourth Turtles' game. Using controller Two on the title screen press UP, UP, UP, DOWN, DOWN, DOWN, B, A, B then start the game from the select screen. Along with this the man Vaughan also provided us with a way to see the end sequence to the game. Again using the second controller press X, Y, B, A, UP, LEFT, DOWN, RIGHT, R AND THEN L. Start the game using Controller two. Now, to select the starting level, use controller two on the title screen and press LEFT, RIGHT, LEFT, RIGHT, L, R and start the game with controller two.

GAMEBOY

SUPER MARIO BROS II

Daniel Alterman, having taken time out from his job at the church, has found a cheat for Super Mario Land II. Go to the hippo and get the bubble allowing Mario to float across the top of the screen. This takes moustache man to a bonus stage where Mario gains an extra life. By returning to the map and repeating this routine over and over again Mario stocks up on a ton of lives and thus makes the game easier to beat.

SUPER MARIO LAND II

Stuart Whitehall has also discovered a way to stock up on infinite lives in Super Mario Land II, even though they're not at all necessary! Whenever Mario loses a life quickly reset the Game Boy before the game restarts itself. As the game is saved from the last bell Mario rang he starts from this point without losing the life! Stuart advises that this is especially useful in Wario's castle as this cheat can be carried off as many times as a player likes without losing a life or any of the coins.

NES

GAME GENIE CODES

TINY TOONS ADVENTURE

YYNSKXLU: Slow down the timer.
YPNSKXLU: Speed up the timer.
SZNOUNVK: Infinite lives.
SZOOSVVK: Infinite energy after picking up a heart, except on spikes.

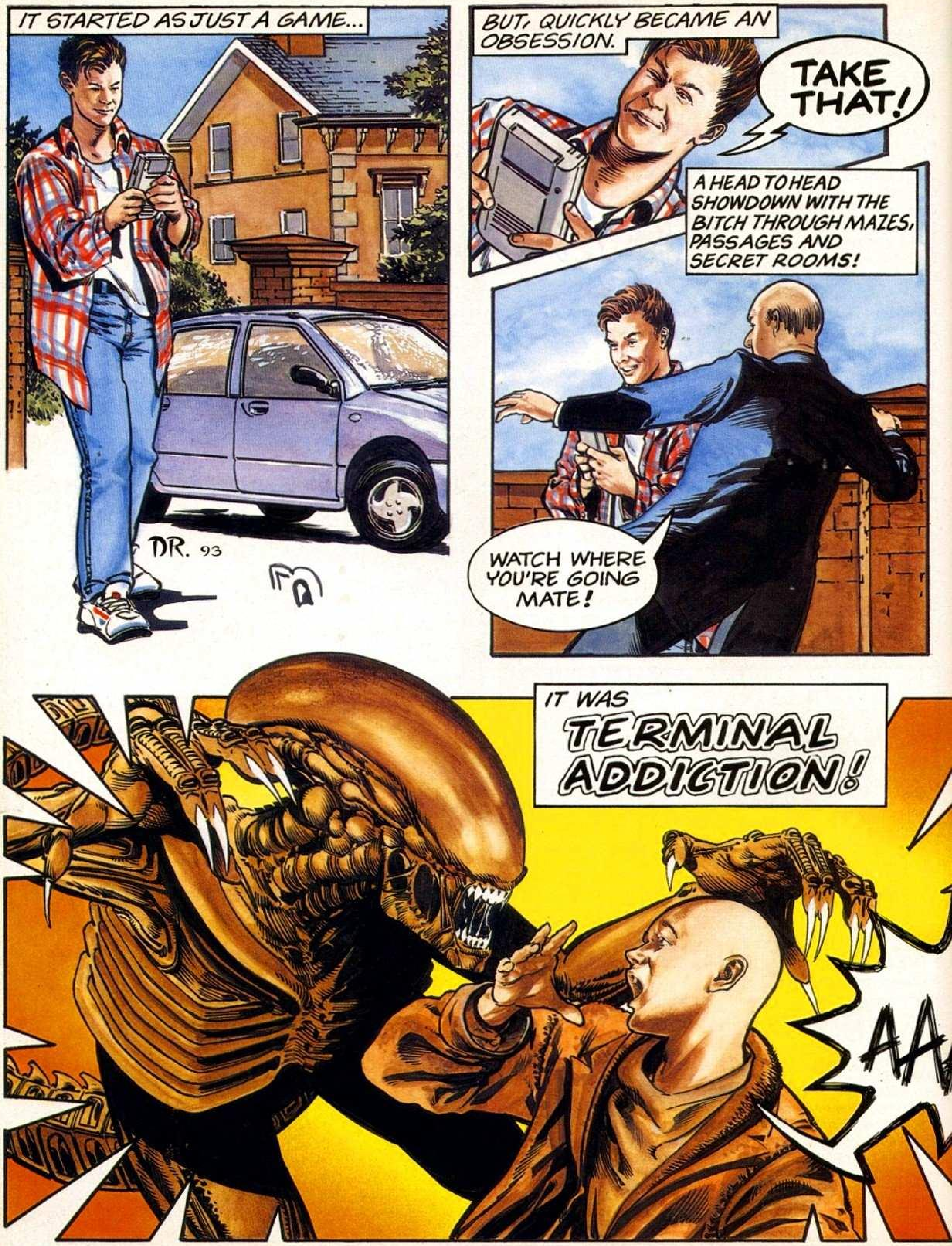
BATMAN: RETURN OF THE JOKER

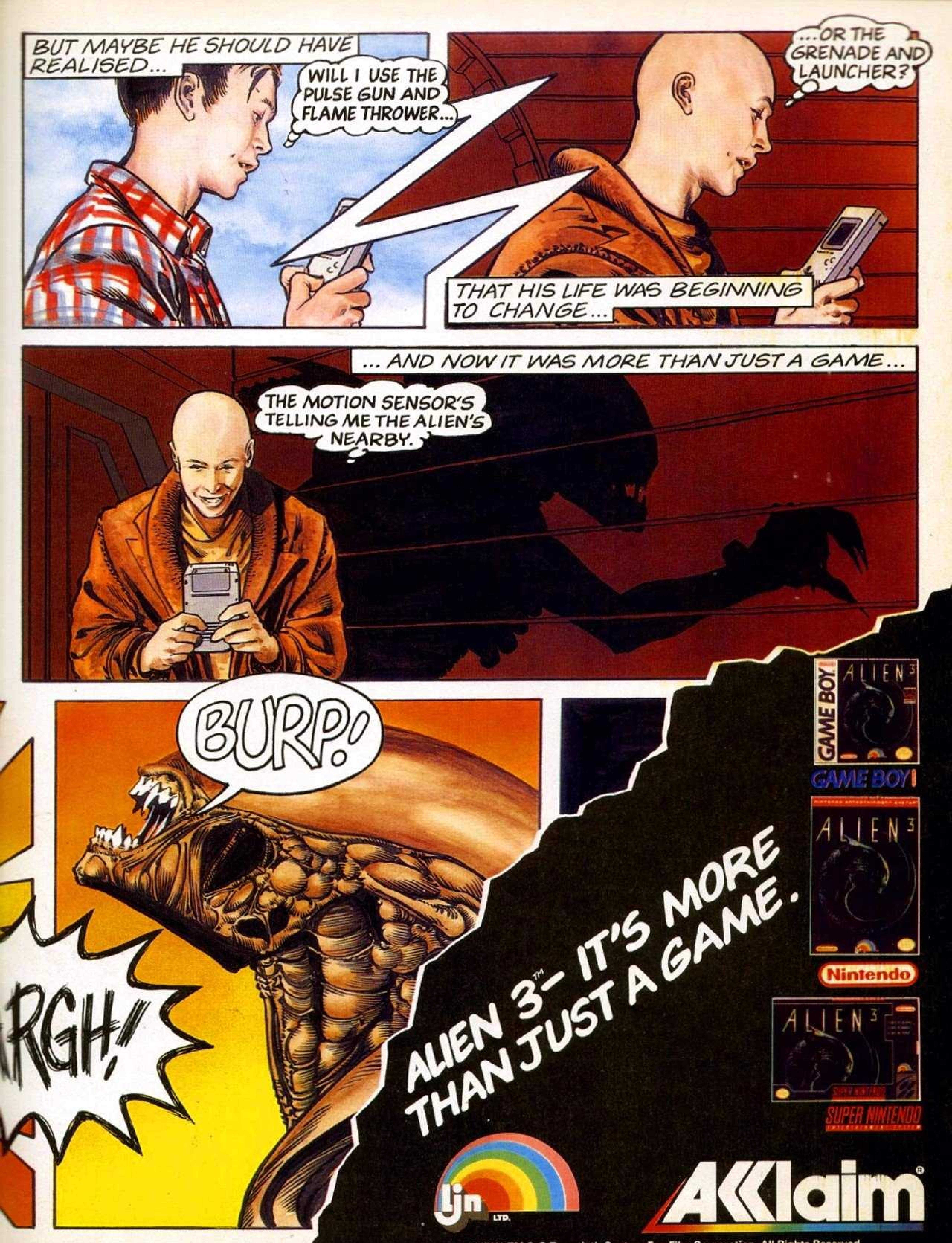
SZXZONSE: Gives protection from enemy bullets.
SZSZKXSE: Gives protection from collisions.
SXSATXSE: Gives protection from electric grids.
GVXILGZA: Start with one hundred lives!
AAKOPIZA: Makes Batman invincible until the next stage.
AAVXVLZE: To make each Backpack Energy Capsule count as four.

SUPER NES STREET FIGHTER II GAME GENIE BOSS CODES!!!

Before the tidal wave of disappointment hits every non-Game Genie owner every where we must state that there are **no** possible methods at all to access this cheat any other way. The reason for this is that the game itself simply does not include the means to provide this end without assistance. At the time of going to press the use of a Game Genie is the **only** way to achieve this exciting result.

Input these two codes: 10A4 - 0767 then: F0AE - 6D04 and go to the VS mode. With both controllers plugged in choose both Ryu and Ken and press START for each character. This brings the normal stage selection screen up. Player-one chooses the location of the boss that you wish to play and, lo and behold, player-two is in full control of that boss! Our source of information advises that this cheat does go wrong from time to time but then....but then SO WHAT! Get to it!


IT STARTED AS JUST A GAME...
BUT, QUICKLY BECAME AN OBSESSION.
TAKE THAT!
A HEAD TO HEAD SHOWDOWN WITH THE BITCH THROUGH MAZES, PASSAGES AND SECRET ROOMS!
WATCH WHERE YOU'RE GOING MATE!
DR. 93
IT WAS TERMINAL ADDICTION!
AA


BUT MAYBE HE SHOULD HAVE REALISED...
WILL I USE THE PULSE GUN AND FLAME THROWER...
...OR THE GRENADE AND LAUNCHER?
THAT HIS LIFE WAS BEGINNING TO CHANGE...
... AND NOW IT WAS MORE THAN JUST A GAME...
THE MOTION SENSOR'S TELLING ME THE ALIEN'S NEARBY.
BURP!
RGH!
ALIEN 3™ - IT'S MORE THAN JUST A GAME.
GAME BOY
ALIEN 3
Nintendo
SUPER NINTENDO
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Acclaim®

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1 PLAYER

2 MEG

DRV GAME

PRO AM II
© 1992 RARE.

PRICE:£TBA
BY: RARE

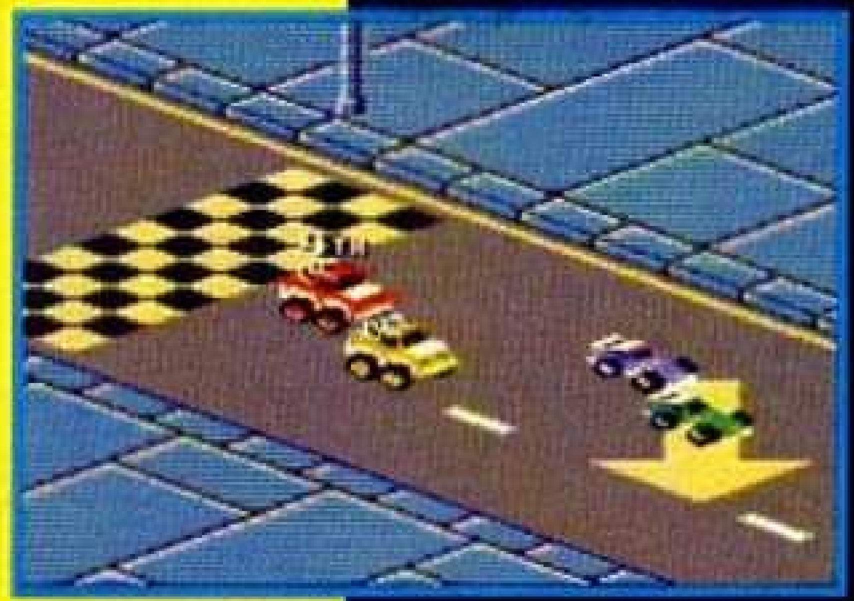
RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
HARD
CONTINUES
3
SKILL LEVELS
1
RESPONSIVENESS
GOSH DARNED GOOD
1ST DAY SCORE
N/A
ORIGIN
Sequel to that classic NES title RC Pro Am, and programmed by the same team no less

RC PRO-AM 2

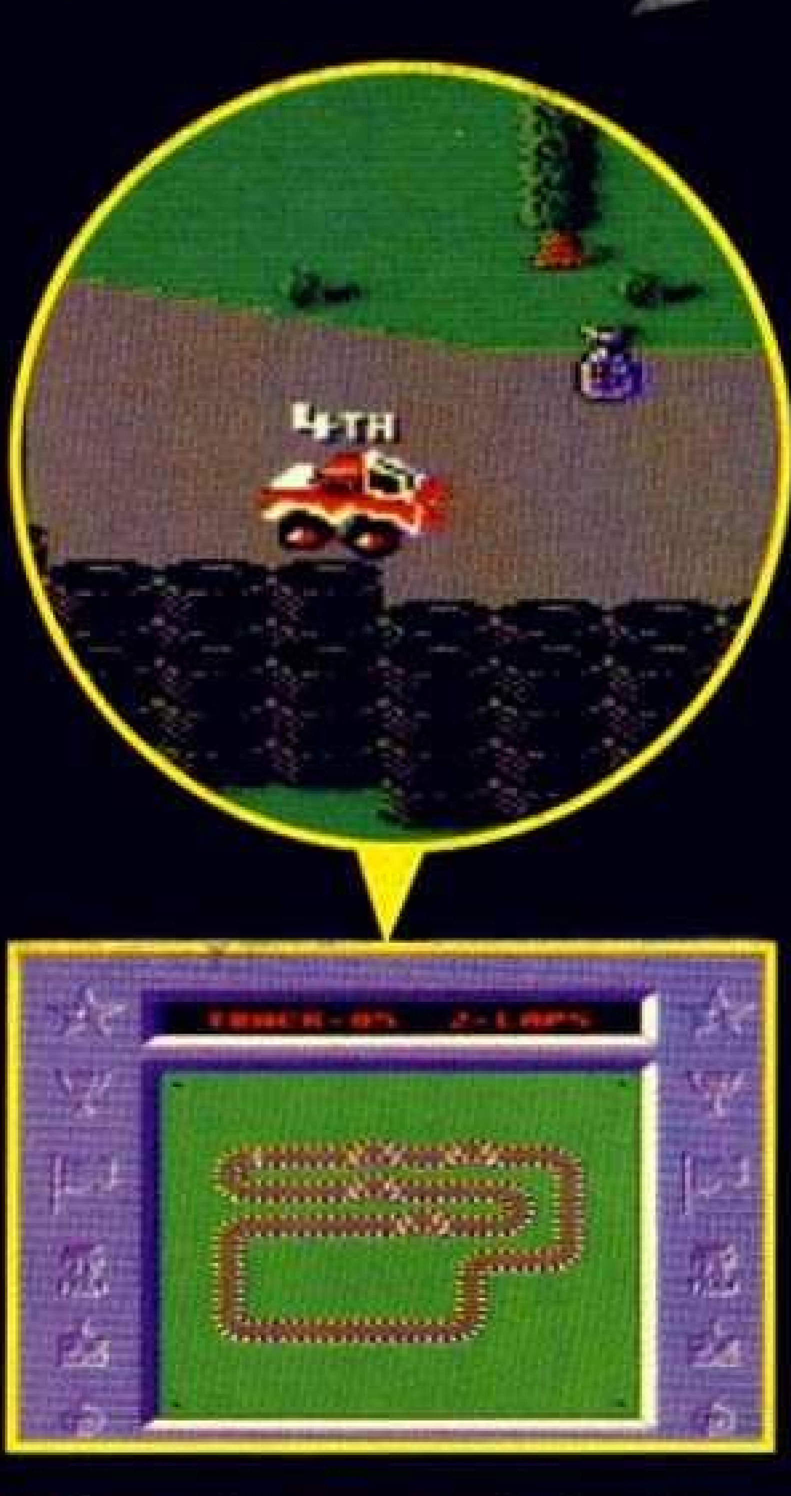
Imagine if you will the thrill of the Formula 1 racing. The screech of burning tyres against tarmac, the roar of powerful engines and the high-speed danger lurking around every corner. Now imagine a bunch of spotty Herberts trying to recreate all this in the school sports hall during lunch hour with their Monsta Racing Carz Co. radio-controlled jalopies which fall apart every five minutes. Yes, you're experiencing the world of radio-controlled car racing, and it is to the practitioners of this hobby that Rare's latest work is dedicated.

Yes, the world of standing there freezing cold twiddling a couple of sticks and watching as your car is constantly lapped by all the smart ones the rich kids with team sponsorship bought and all the vehicles coming to pieces when they bump over a particle of gravel is now yours for the asking in the comfort of your own home. Well, nearly. The cars in this version are more in the league of those nippy beasts the wealthy tykes had, and the courses are ramp-laden zipper rail-filled

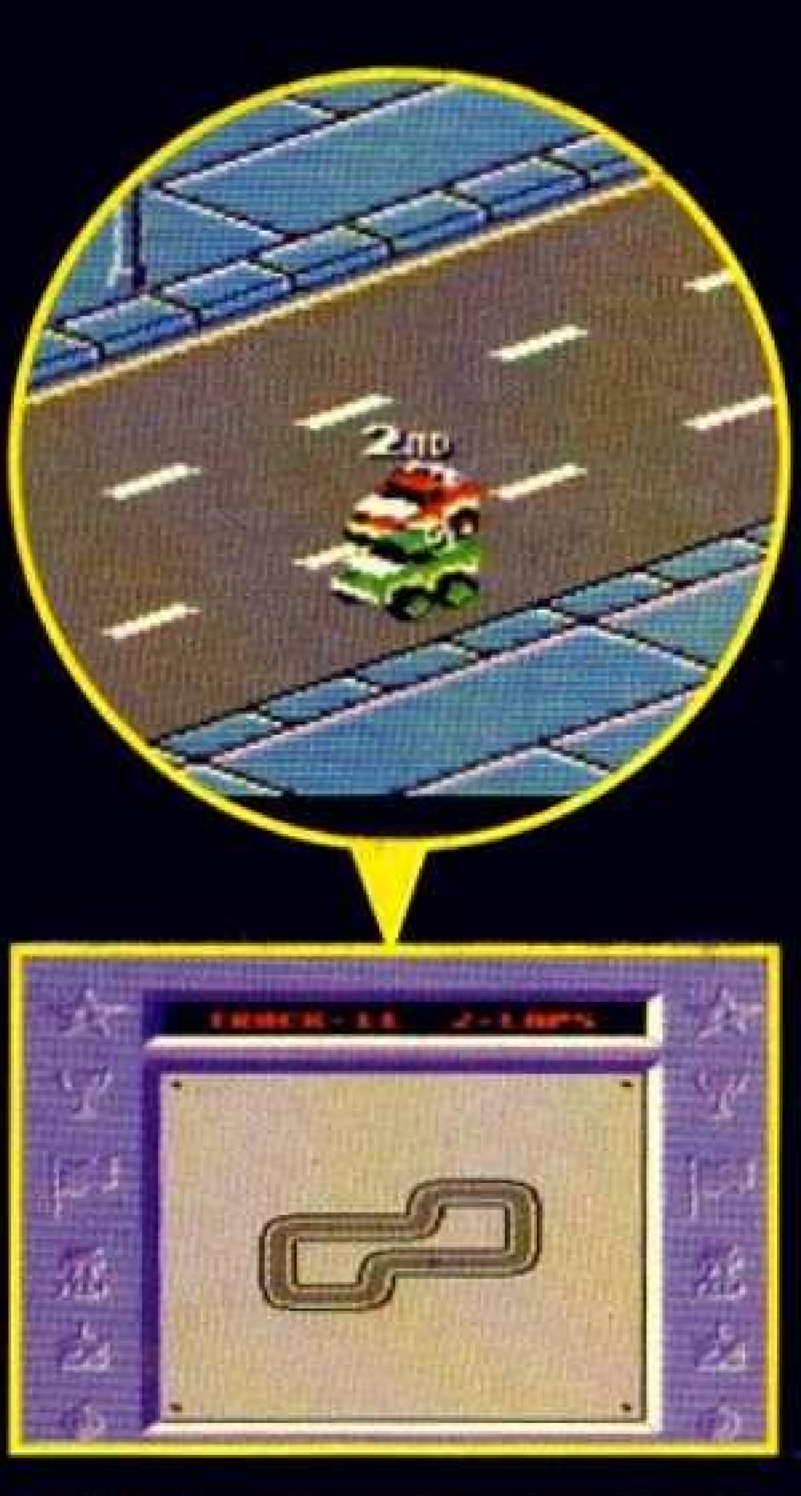
USE YOUR ZIPPER AND SHOOT



Radio-controlled cars are nippy little beasts, but there are times when they could do with just a little bit of extra speed. At these times the laws of physics come to the rescue. For littered around every tracks are various zipper rails. These rails catapult the car forwards using a complex magnetic process unfathomable to the layman and far too drawn-out to explain here, but needless to say it concerns reversing the polarity. The upshot of these zipper rails is a massive acceleration boost and temporarily increased speed. However, handling tends to suffer as a result, leading to much careering and possible crashes. Proper zipper rail control is essential, though, as every computer opponent is already versed in such matters and use the rails whenever possible. However, should you be inept enough as to miss every zipper rail and find yourself lagging behind, some kindly sort has left nitro boosts dotted around the track - yours for the taking, unless you really are that hopeless!



▲ Some tracks are more complex than others.



▲ It doesn't require a genius to learn this one!

STICKY PATCHES ON THE COURSE

There's more lying around the track in Pro-Am 2 than helpful zipper rails. The course is also decorated with horrible hazards. Puddles of water slow the cars down, so not only does the player lose speed, but all the tricky business of accelerating back to maximum speed has to be performed all over again. There's also water-filled ditches which are completely unavoidable (unlike the puddles) without a nitro booster. There also lurks a deadlier hazard - oil slicks. These friction-impairing pools send any car which drives over to them into an uncontrollable slidey spin. If there's a straight road in front this isn't so bad, but should this skid smash your car into another vehicle or the roadside, crashing and exploding is a sure bet. The final danger comes in the form of deadly radio-controlled bomber 'planes. Some kid with more money than morals has purchased one of these outrageously expensive machines and is now using it to dive-bomb certain sections of the course (obviously to taunt the "peasants" who merely possess RC cars). Avoid these bombs, ad the subsequent hails of shrapnel, or face a fiery doom and a setback of several seconds.

Tug-O'-Truck
CHALLENGE

▲ Lost eh? Just follow us. You'll be alright.

▲ Help me, I'm lost!

R.C. MODEL SHOP
ENTER RACE
ENTER RACE
ENTER RACE

▲ I'll have a banana!

▲ Heh. heh! I knew that'd catch somebody out!

How To Control

Use the joypad to rotate your car left and right in a steering fashion to race around the courses and beat the other drivers.

A	Accelerate
B	Fire special weapon/use item
S	Nothing
S	Pause/unpause the game

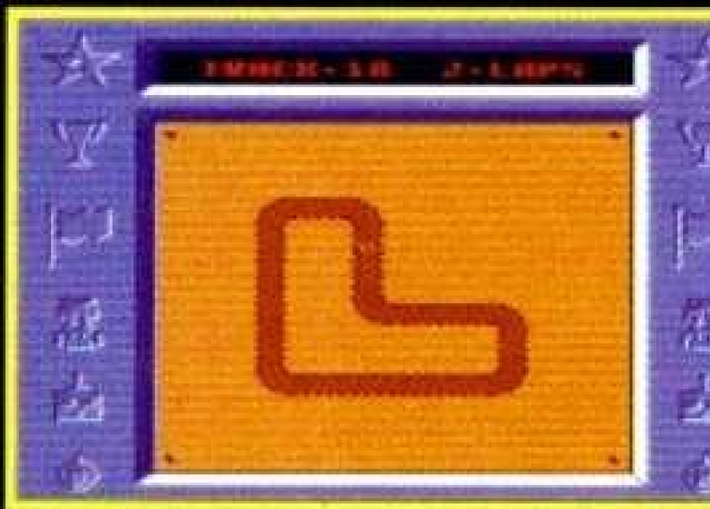
How To Play

Use your joypad skills to manoeuvre your car around the variety of eight-way scrolling isometric view tracks, thrashing the opposing drivers and using cash earned from races to customise and improve your vee-hickle.

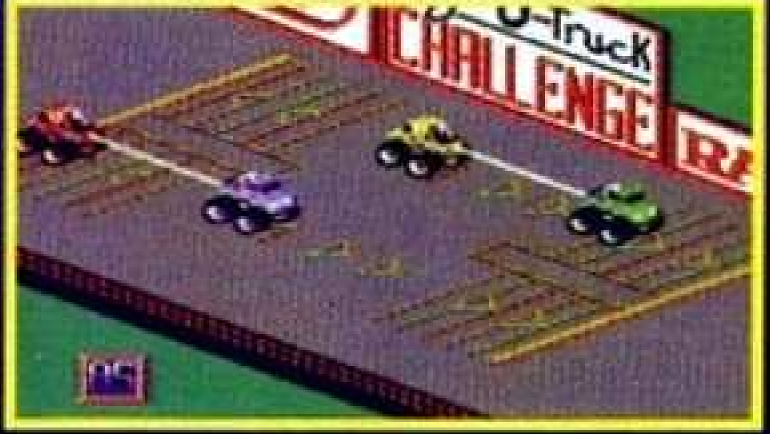
COMMENT

RAD

It's been a while since any Four Score Adaptor games have materialised on the NES, and it's good to see such a trusted name as Rare supporting the peripheral. Still, what other improvements have been made over the original? Well, the graphics are a lot better for starters, the sprites are far more detailed and bounce along merrily. The music's pretty good too, although effects, as in most race games, are a little thin on the ground. There's loads of bonuses to distract you from the racing as well, and that's not just the ones for sale in the shop, there's roll-cage shields, cash and nitros all over the place. The courses themselves range from very simple to fairly complex, but the main challenge always comes from the other drivers. The controls are very responsive and it doesn't take long at all to become acquainted with the control method. However, there are a couple of flies in the ointment. The first is the prices in the shop. Unless you have four players and you keep racing for years you'll never have enough to afford any of the decent pieces of kit, meaning you're almost always restricted to the bottom couple of options in any category. The other problem is that whilst the original was a one-off first-of-it's-kind affair, RC Pro-Am has been superseded. If you really want a four-player game, or if shop options mean that much to you, leap at the chance of getting RC Pro-Am 2. However, anyone else would be better advised to look at the competition first.



▲ OK lads. Today we're making a set square.



HELLO JOHN, GOT A NEW MOTOR?

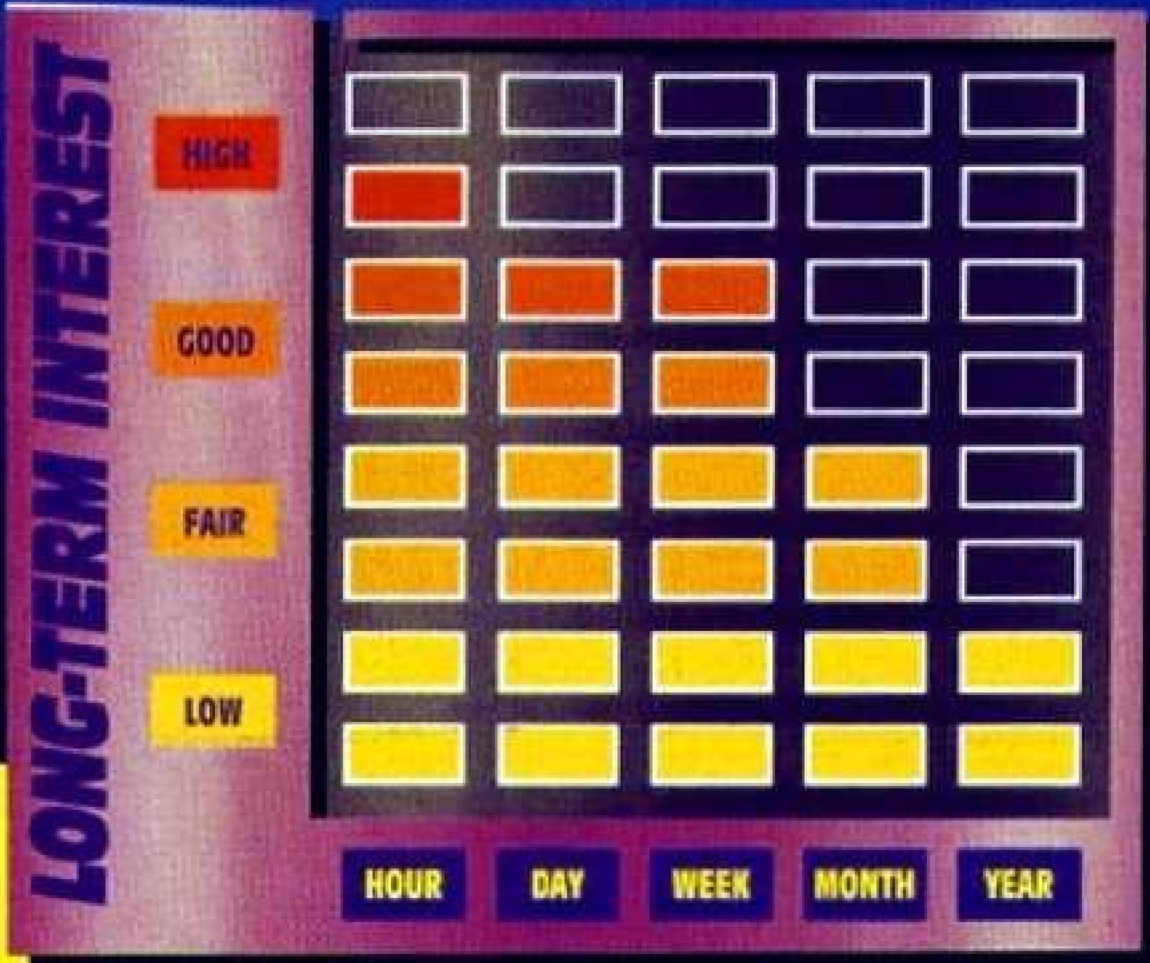
As you are probably aware, school playgrounds are not the cleanest places around. This one is certainly no exception. In fact some kid has left a load of letters lying around. However, tidy-minded souls who collect enough of these to spell the words "RC PRO AM II" twice are rewarded, by a grateful caretaker no doubt, by having their bog-standard car upgraded to a super-swish racing type vehicle that's speedy enough to thrash even the richest kid's motor. Hoorah!

A cash prize is awarded every time you finish in the top three. Also, cash is found lying around on the track, and driving over these swells your coffers further. However, you can't spend all this on sweets or software, this is used exclusively to modify your car in the between-race shop. It sells these:

- **ENGINE** Increases the speed and acceleration of your car. Start at around $4000 and end at about $70000! Which, when you think about it, is a bit too much to spend on a toy car.
- **TYRES** There's nobbly tyres for rough, off-road courses and slicks for smooth roads. Tailoring your tyres to the upcoming race costs quite a bit of cash as your old tyres are thrown out as soon as a new set are purchased.
- **WEAPONS** There are a host of weapons available, from buckshot right the way through to heat-seeking missiles of mass destruction at a considerably higher price.
- **EXTRAS** This is the place to buy more ammunition, oil slicks, nitros and credits, along with other sundries. More of a bargain basement than anything and a favourite haunt of the hard-up driver.

ND SHOOT

Radio-controlled cars are nippy little beasts, but there are times when they could do with just a little bit of extra speed.However, littered around each track are various zipper rails. The upshot of these zipper rails is a massive acceleration boost and temporarily increased speed. However, handling tends to suffer as a result, leading to much careering and possible crashes. Proper zipper rail control is essential as every computer opponent is already versed in such matters. However, should you be inept enough as to miss every rail, some kindly sort has left nitro boosts dotted around - yours for the taking!



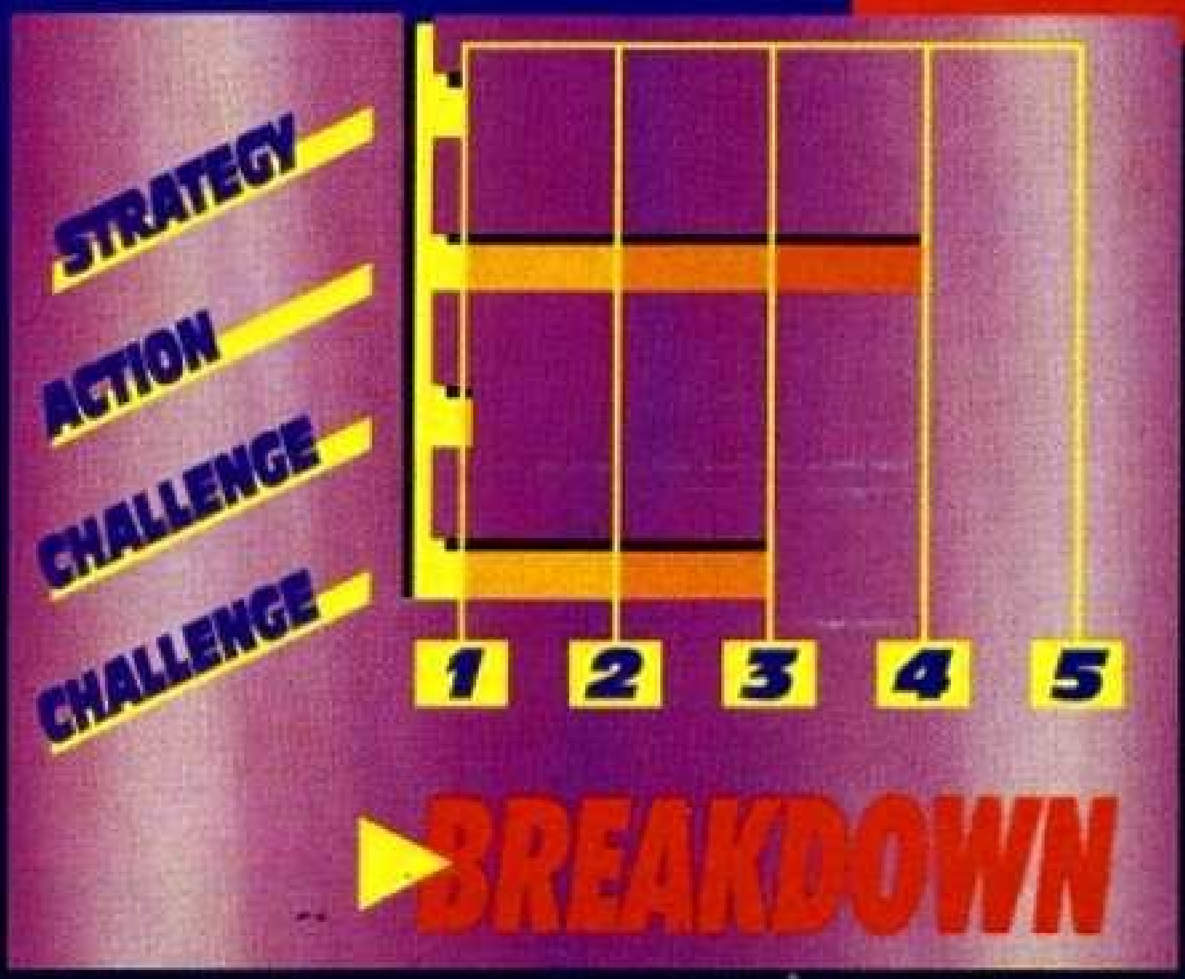
COMMENT

PAUL

Just how the programmers managed to cram a four-player option in here is a mystery but nobody here's complaining! Even for a solo player there is enough depth of gameplay to keep an avid racer going for weeks. Invite some friends along for some slick racing action and there's only Micro Machines to stand in the way of this title being the best racer on any console. The feeling of speed when the cars pass over zipper-rails is as fun as it is exhilarating and once the bomber planes start flying over it's a real scream frenzy! Admittedly the visits to the shop are often disappointing but the racing action's where it's at and here there is nothing obvious to fault at all, especially when most of the useful stuff is lying around the courses anyway. This is the perfect vehicle for fast, four-player, video-game excitement I've played recently and certainly worth consideration even if you own the original.

RACE RESULTS

RATINGS



PRESENTATION

81

▲Nice title screen and build ups to every race.

▼Not really much else to speak of presentation-wise.

GRAPHICS

80

▲Small but detailed and colourful sprites and good animation.

▼The backgrounds do tend to lack colour

SOUND

83

▲The music is of a high standard throughout the game.

▼The effects are limited to the usual engine drones and crash noises.

PLAYABILITY

89

▲Fast and responsive, easy to get the hang of and great fun to play.

▼Mayhap a little lacking in variety methinks.

LASTABILITY

86

▲It's certainly not easy to beat.

▼It can actually get a bit unfair at times. Why those no-good cheating computer opponents!

OVERALL

Definitely a great game, but there are greater. If you really have to have a four-player game, get this. Otherwise take a look at the others.

87

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REVIEW

GAMEBOY

1 PLAYER

1 MEG

PUZ GAME

GAMETEK
HUMANS

PRICE:£24.99
BY: GAMETEK/ MIRAGE

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM

CONTINUES
ALTERS FOR EACH LEVEL

SKILL LEVELS
3

RESPONSIVENESS
OKAY

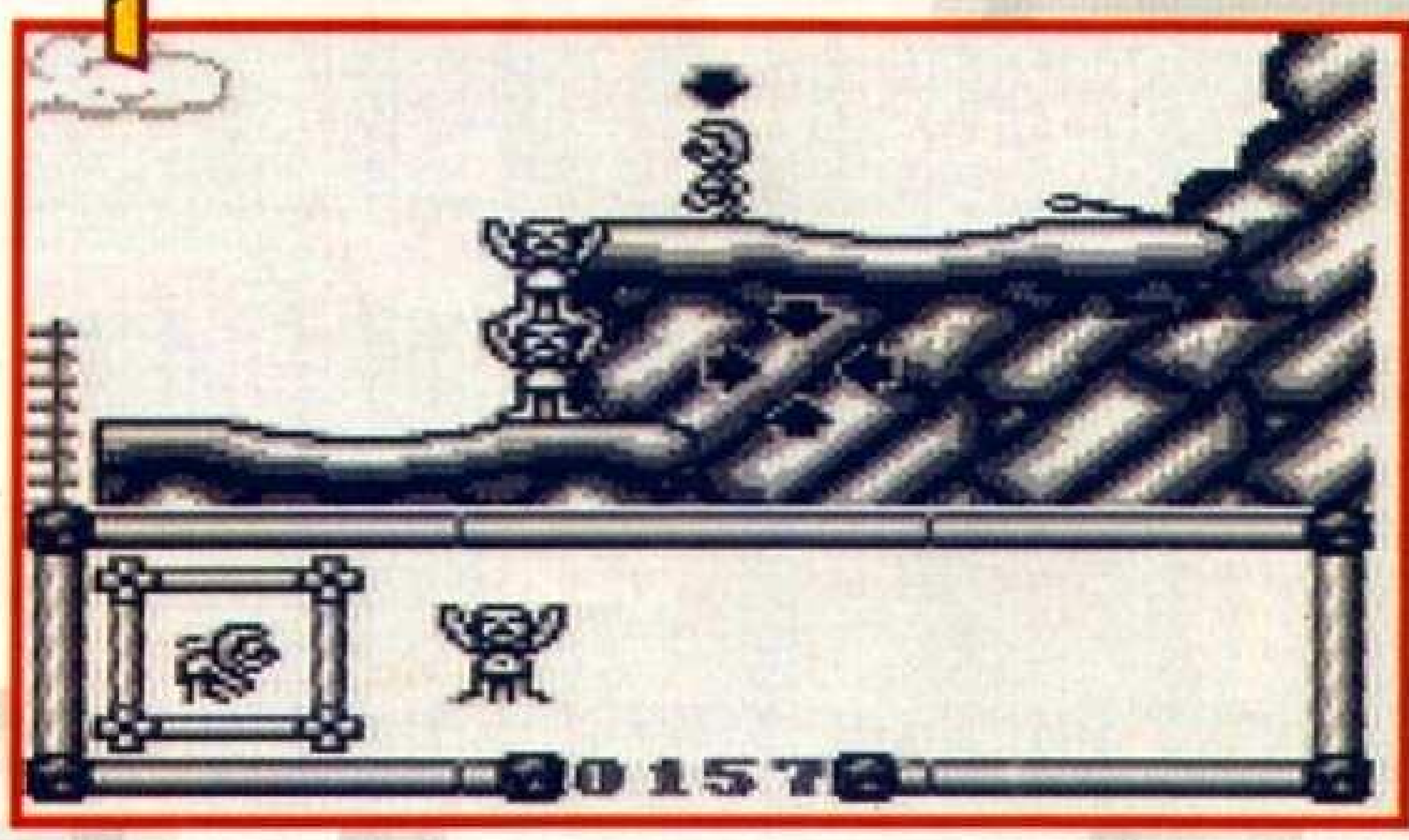
1ST DAY SCORE
Reach level eight

ORIGIN
Humans is a conversion of the Amiga game of the same name. It's nearest comparison lies with those world-famous suicide merchants, the Lemmings.

"What a piece of work is a man" exclaimed the noble Hamlet in Shakespeare's great play. The observation may have lacked such enthusiasm if old Shaky had witnessed Humankind in its infancy, though. In fact, it may have led him to wonder how we ever managed to get anywhere! Looking at our Neanderthal ancestors has a similar quality to looking at photos of yourself dug up from five years ago: the vicious side parting, the tight, grey-flecked slacks, the tasselled slip-on shoes, etc. The memory is one of overwhelming and inexcusable embarrassment! But now, Game Boy owners have the opportunity to wipe the ancestral blush from their faces by giving the Human race an evolutionary kick-start.

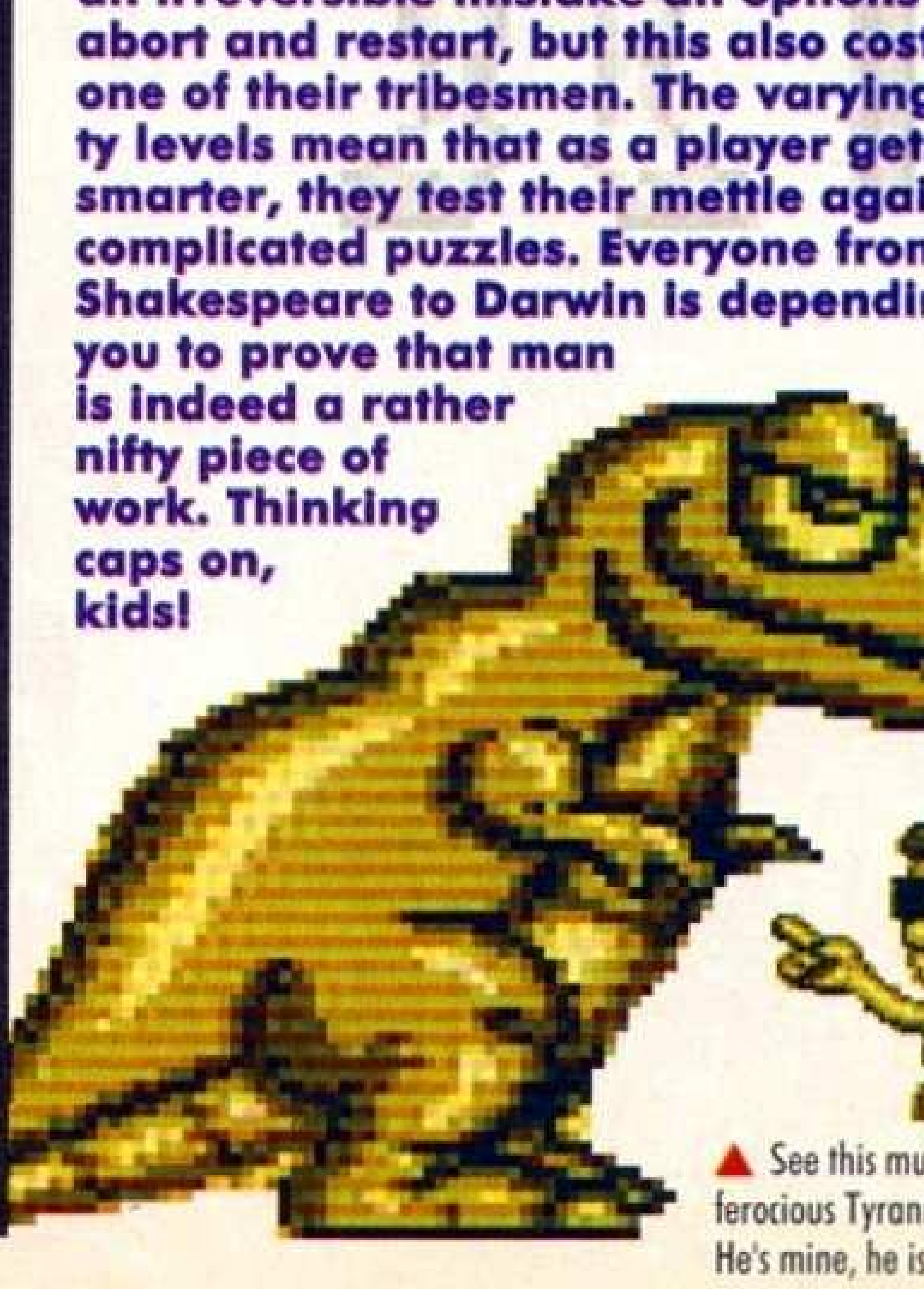
Guide the tribe across the rocky firmament, in a struggle with the hostile and unpredictable elements, dinosaurs who have somehow managed to defy extinction, seemingly impassable chasms, rivers of treacherous lava and, of course, their own uncompromising stupidity. The player has the unique chance to teach the lovable savages some civilised techniques in the art of wielding spears, torches, ropes and wheels. If this just isn't enough, there's still the chance to call on the witch doctor and exchange a dimwitted tribesman for a far more useful item.

Players have a limited time in which to achieve the mission on any one level and if a mistake results in a tribesman's death, the number of fur clad substitutes available is limited. If a player realises they've made an irreversible mistake an options exists to abort and restart, but this also costs them one of their tribesmen. The varying difficulty levels mean that as a player gets smarter, they test their mettle against more complicated puzzles. Everyone from Shakespeare to Darwin is depending on you to prove that man is indeed a rather nifty piece of work. Thinking caps on, kids!



▲ Stand on your fellow Man!

▲ Prepare to bend over. Wahey!

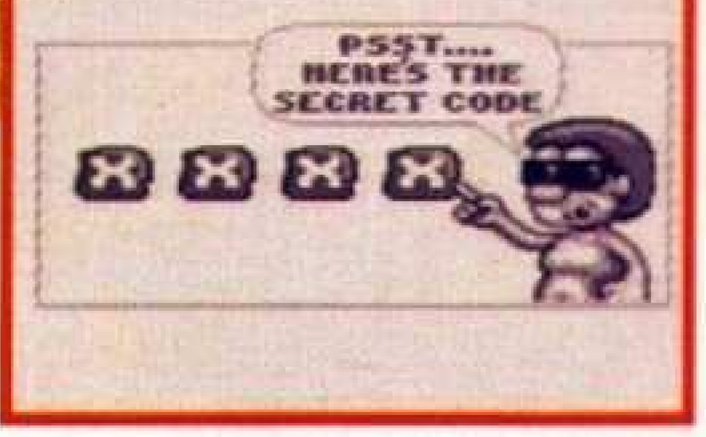


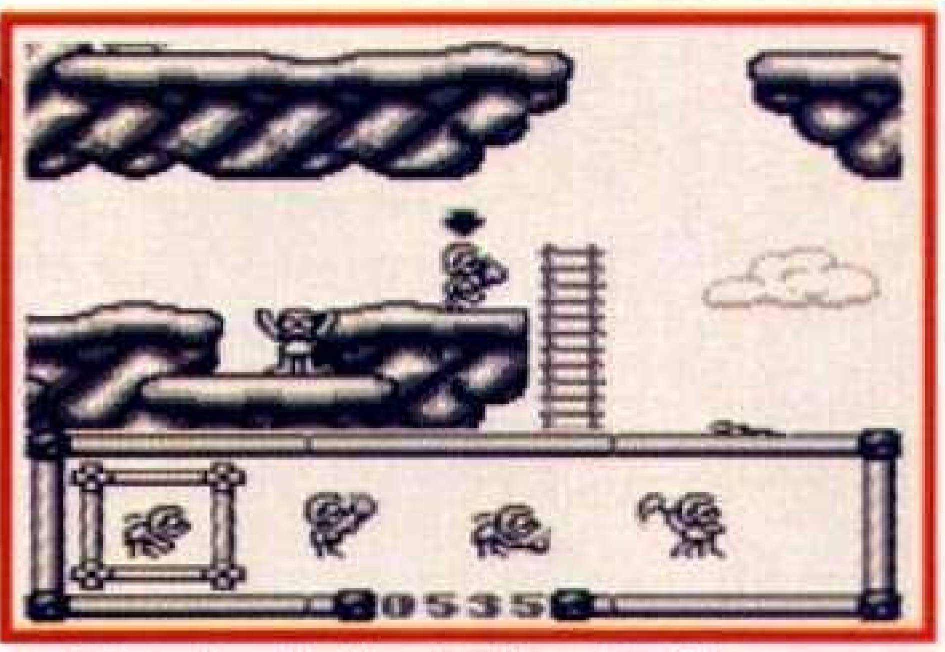
▲ See this multi-toothed, ferocious Tyrannosaurus Rex. He's mine, he is.

How To Control The Game Boy's pad is used to move the Humans across the eight-way scrolling play area, although any deep chasms or impassable holes should be avoided at all costs.

A	Locks in your choice of action
B	Used to select an action
S	Allows you to select another Human
S	Pause

How To Play Guide the Humans across the platforms, in a search for spears, torches, ropes or wheels. Use these objects in a variety of ways to gain access to otherwise unreachable items. If time runs out or too many tribesmen are lost, the level mission is unsuccessful and players have the opportunity to try again at the expense of losing a tribesman.





▲ Put your hands in the air and wave 'em like you just don't care.

A BUNCH OF TOOLS

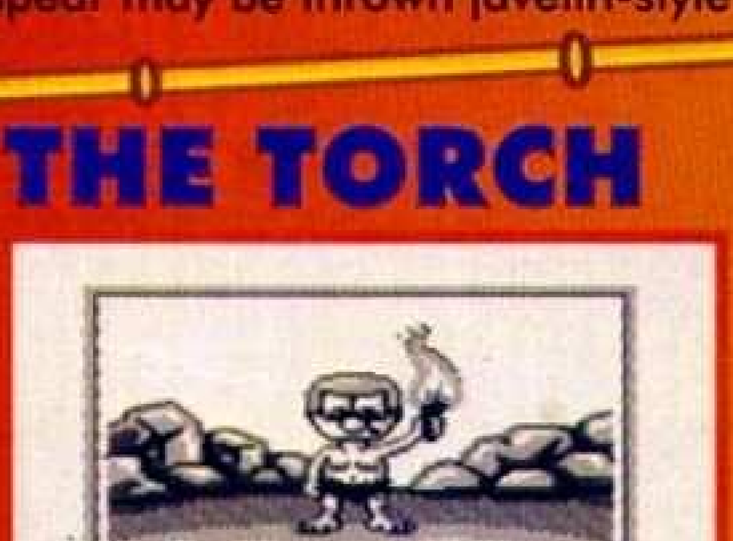
To stand any chance of success, it's important that the player masters the various items at their disposal. Speed as well as skill at choosing an action is especially necessary on later and more taxing levels, where the clock's ever-ticking presence means that hesitation and deliberation lead to disaster. Here's a guide to what's available:

THE SPEAR

GOT THAT SPEAR!!!

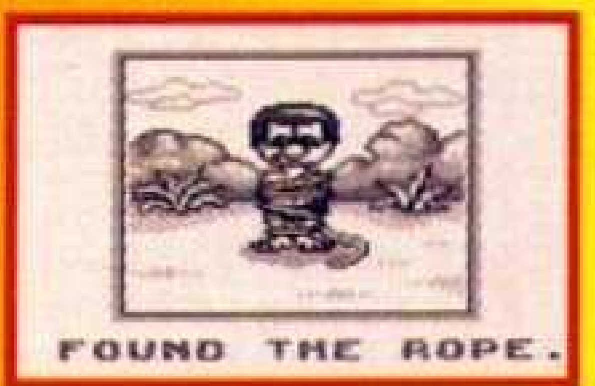
This is the first item our rug-ridden chums are likely to come across, and its uses are more numerous than you might think. As expected of our aggressive ancestors, it may be effectively brandished as a warning to a dinosaur. With one tribesman keeping the monster's attention, the other clan members sneak by unnoticed and unharmed. If a Human runs into unbridged gaps between rocks the spear also doubles up as a pole vault the chasm. Finally, the spear may be thrown javelin-style at enemies or back to his brain dead chums for them to use.

THE TORCH



While the ancient tribes scraped together enough brain cells to make fire, they ran out when it came to knowing what to do with it. Here's where you come in. The Humans may either brandish the torch, an action which has the same effect as using the spear, or, if the path is blocked by any vegetation, it should be used to ignite it and burn the obstacle down. It is also possible to throw the torch so the others may burn their pinkies wielding it.

THE ROPE



Having got their hands on a rope, the Humans use it to help their comrades climb otherwise insurmountable cliffs. It also means that they have the option clamber down from cliffs rather than suffer a fatal drop. Like all of the other tools at their disposal the Humans have the option to throw the rope to any member of the clan who may find it useful. Unfortunately, the rope cannot be brandished because, let's face it, it's not very scary is it!

THE WHEEL

The wheel: an invention of which ancient man could be proud, a valiant symbol of his superior and unique vision. Since then he's gone on to make the 1.6 engine, the fluffy dice and those irritating stick-on Garfields which tend to mar the invention's profundity. Nevertheless, our stone-age brothers use it as transport by climbing aboard the wheel and moving about on it. Going down a hill the wheel naturally gathers speed. If the driver should go over the edge of a ramp, using the B button makes him jump and allow him to traverse vast canyons.

COMMENT

As you've probably figured out by now, Humans follows a concept very similar to that of Lemmings. The ability to assign tasks to individual members of the tribe, the race against the clock, and the brain-warping puzzles, are examples of just how faithfully it follows the style. Despite this lack of originality, the interpretation of the idea in Humans varies enough for it to be an alternative to Lemmings. Selecting where and how to use the tools at your disposal is a skill acquired as you progress through the increasingly demanding levels. On top of the mental gymnastics involved in this game, the number of uses which have encourages the refinement of your dexterous skills as well. Mastering the many uses of the spear, the torch, the rope and the wheel is a good laugh, besides being essential. Graphically, there are no problems with either. Sprites cutely capture man's stupidity, and the animation is above par, although the distinct lack of variety in the backdrops is made pretty obvious after a few levels. So what is it that leaves this game stumbling some way behind Lemmings? It really has to be the lack of speed and lack of margin for mistakes. While the puzzles aren't especially taxing, any miscalculation and you are normally forced to start the whole level again. The slothful way the sprites move around the platforms means that repeating parts of a level gets incredibly tedious. Fortunately, there's a password system but this doesn't negate the lack of furious, panic-ridden excitement you'll find in Lemmings. If Humans had a bit more pace it might be a bit further up the gaming evolutionary ladder. If you want a game in this style, go for Lemmings. If you've got Lemmings, test this one out before you think of crossing any palms with silver.

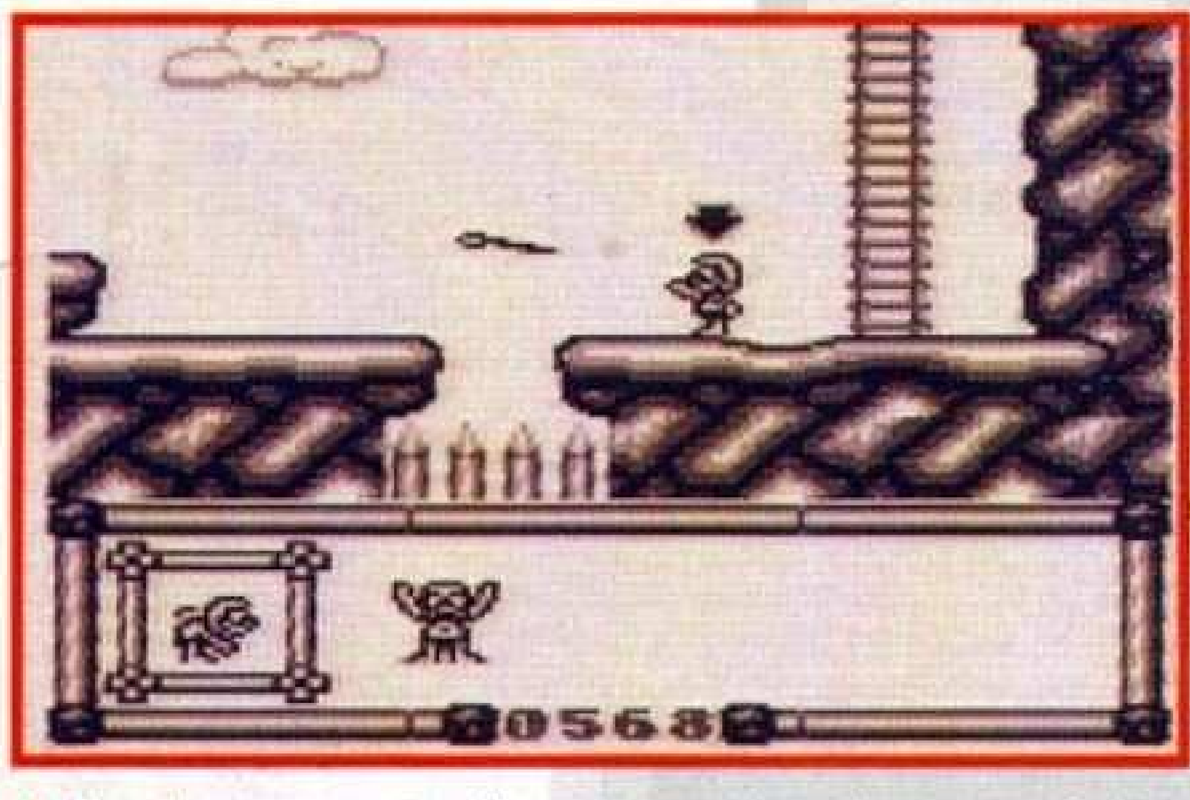
REVIEW

the HUMANS

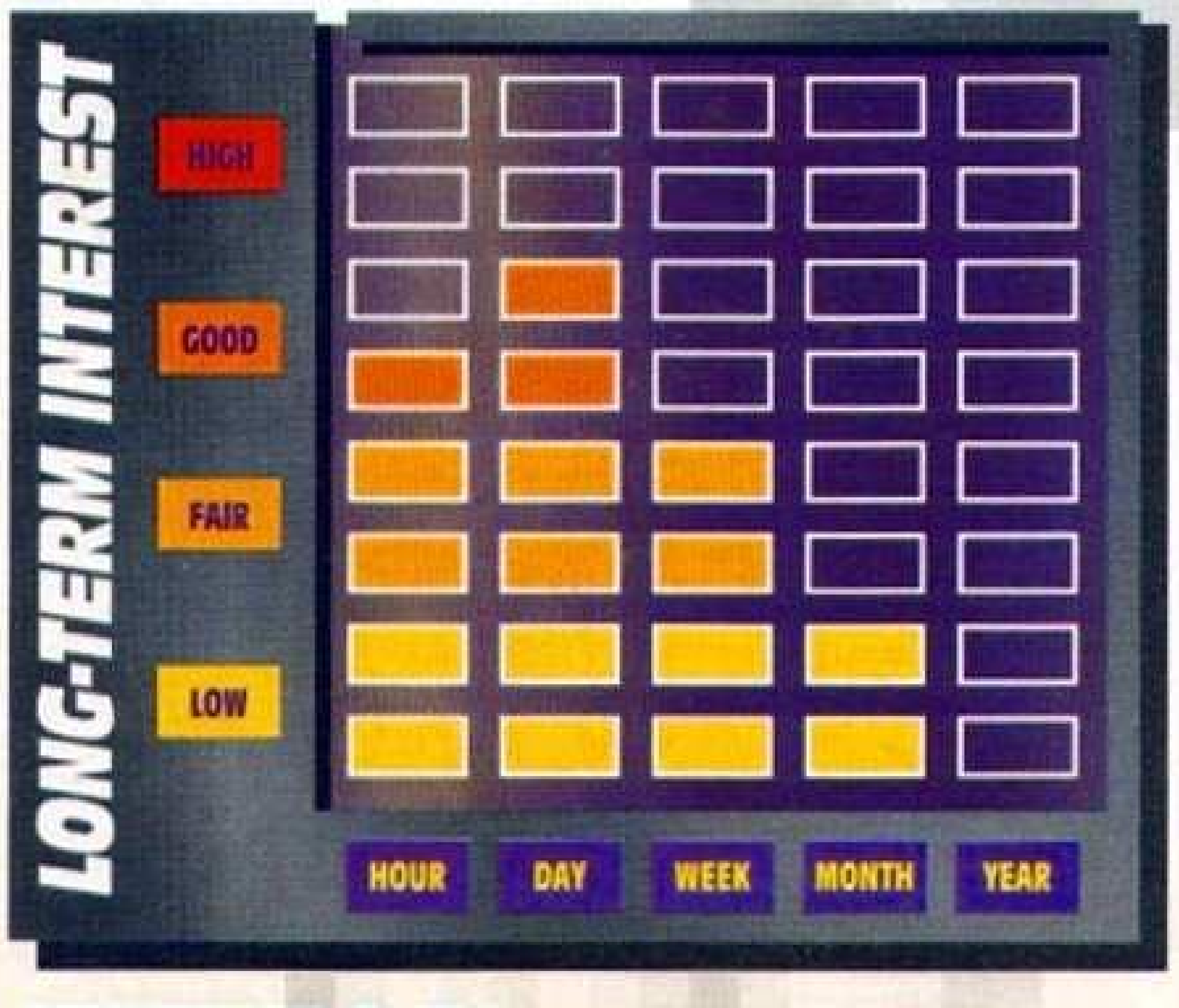
COMMENT

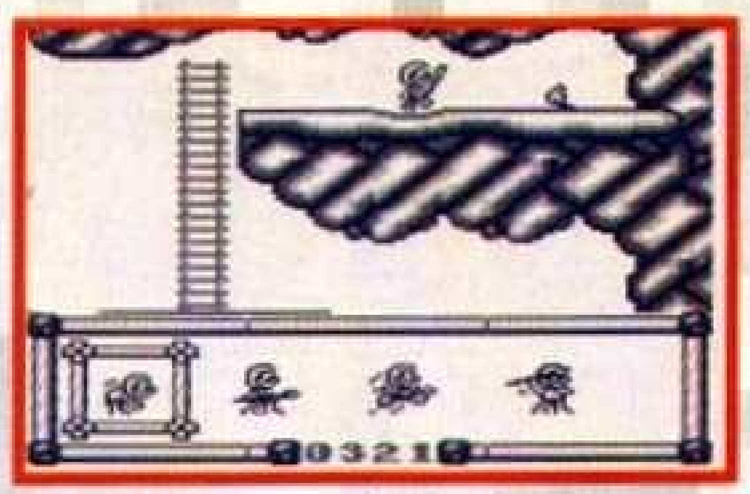
PAUL

When in possession of patience that you could bounce bricks off, a man might learn to accept the slow nature of this cart. Without this, the majority of the race upon which this game is based are sure to find appreciation of this difficult! It is with clenched teeth and a frown that each level is received as each Human ruthlessly tests the nerve of his master in a show of sedated strolling. Perhaps the first ability that these characters ought to learn is how to run, it would certainly make the game move along at a more acceptable pace! Learning the various abilities of the humans is such a chore - Honestly, if we were ever like this then may I apologise on behalf of all of us! In so far as the presentation of the game is concerned, Gametek have done nothing wrong, but the gameplay is as absent as a caveman's senses until the later levels but by this time I'd had enough. These Humans need a Messiah to solve their problems, let alone a humble hombre such as I. Perhaps this game works well on other systems but on the Game Boy, sadly, no.



▲ Yawn, here we go again... Throw the spear, throw the spear, you fool!





▲ Er, ladder and torch-related action!

SWAP DOC

Like us, our ancient forefathers couldn't face up to the fact that life is essentially meaningless and all action is morally worthless. So, the Humans employ the services of a witch doctor who may be called upon during certain levels. He summons objects from the spirit world which might prove useful or even essential at any given time. There is a price to be paid, though, and it is paid with the lives of one or more of the tribesmen.

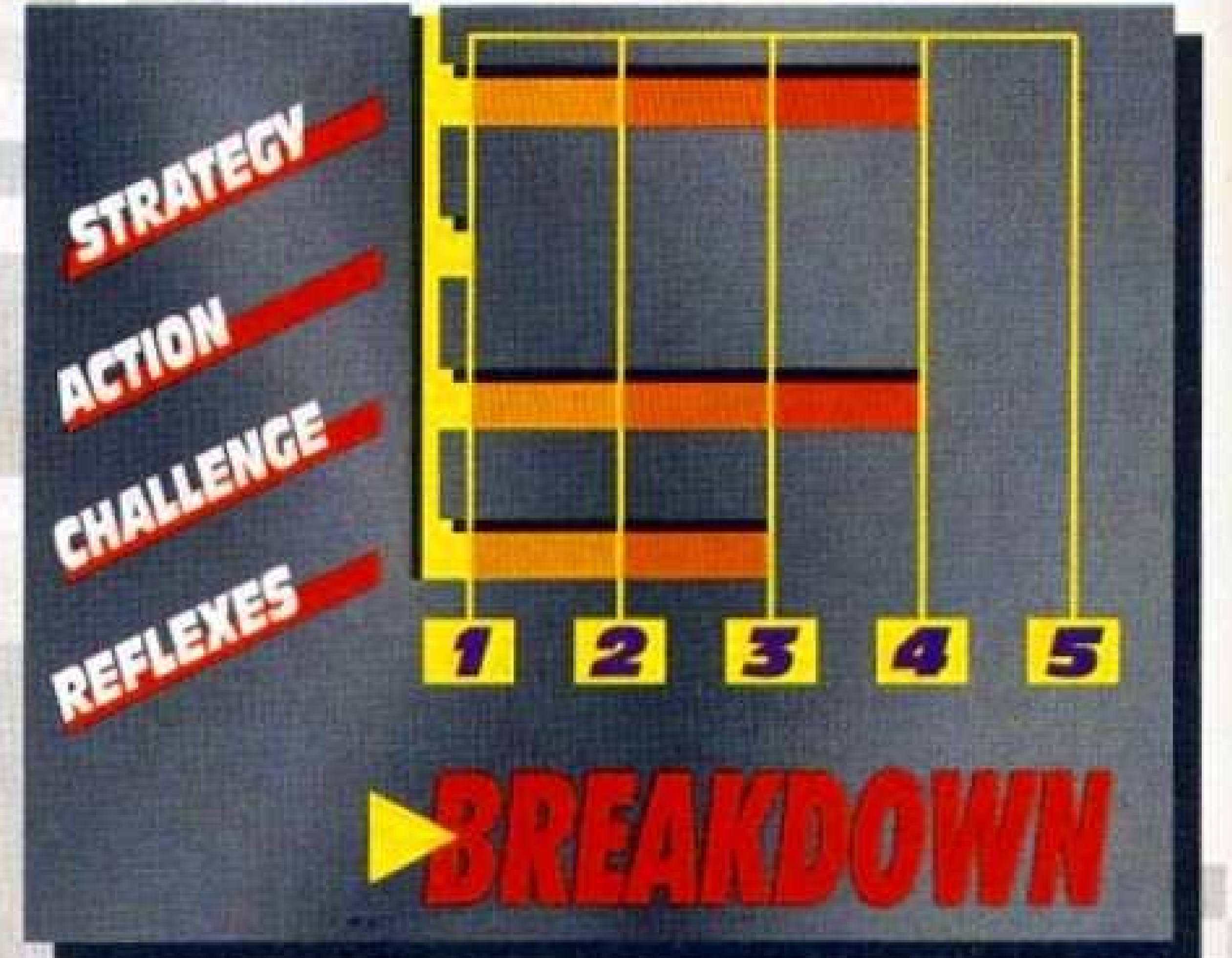
A TRIBE CALLED QUEST

Within each level the player is told how many tribesmen the have at their disposal and how many they need to complete the level. A player might have twelve but may only use four at any given time to complete the task at hand. If one should die, a substitute is summoned from your reserve team. If it reaches a point where there just aren't enough men left to complete, the level it is aborted. However, extra Humans are earned as a player progresses through the game.

STACKER HumanOID

Sometimes the Humans muster together the intellectual powers to make do without the variety of tools at their disposal, and improvise with their own hairy, chunky bodies. If a ledge proves too high for a Human to scale, one of the tribesman may be instructed to act as a stacker. This gives his comrades the opportunity to clamber over him. It is possible to repeat this technique and build a Human ladder for particularly high ledges.

RATINGS



PRESENTATION

82

▲ Simple title screen, useful password system.
▼ No intro sequence.

GRAPHICS

78

▲ Nicely drawn and animated sprites.
▼ Monotonous and bland backdrops.

SOUND

80

▲ Cute tunes that are irritatingly catchy.
▼ Hardly any sound effects to speak of.

LASTABILITY

72

▲ Plenty of levels and three difficulty settings should keep you racking your brains.
▼ The slow nature of progress gets very frustrating.

PLAYABILITY

75

▲ Controls are easy to get the hang of.
▼ The game moves in a slothful fashion.

OVERALL

A game that succeeds in most departments but fails to capture a sense of speed and excitement. Major puzzle fans should enjoy it, but it's certainly no Lemmings.

74

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SUPER NES

2 PLAYER

8 MEG

SHT GAME

奇々怪界
START
OPTION
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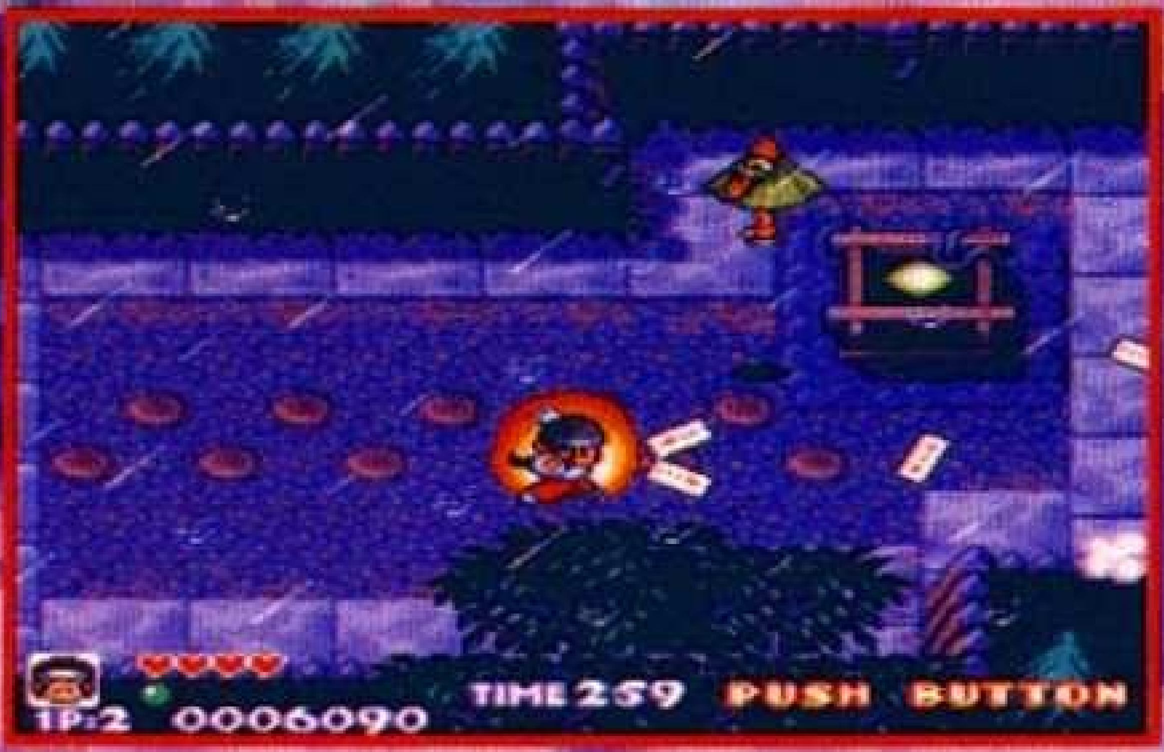
PRICE:£TBA
BY:NATSUME

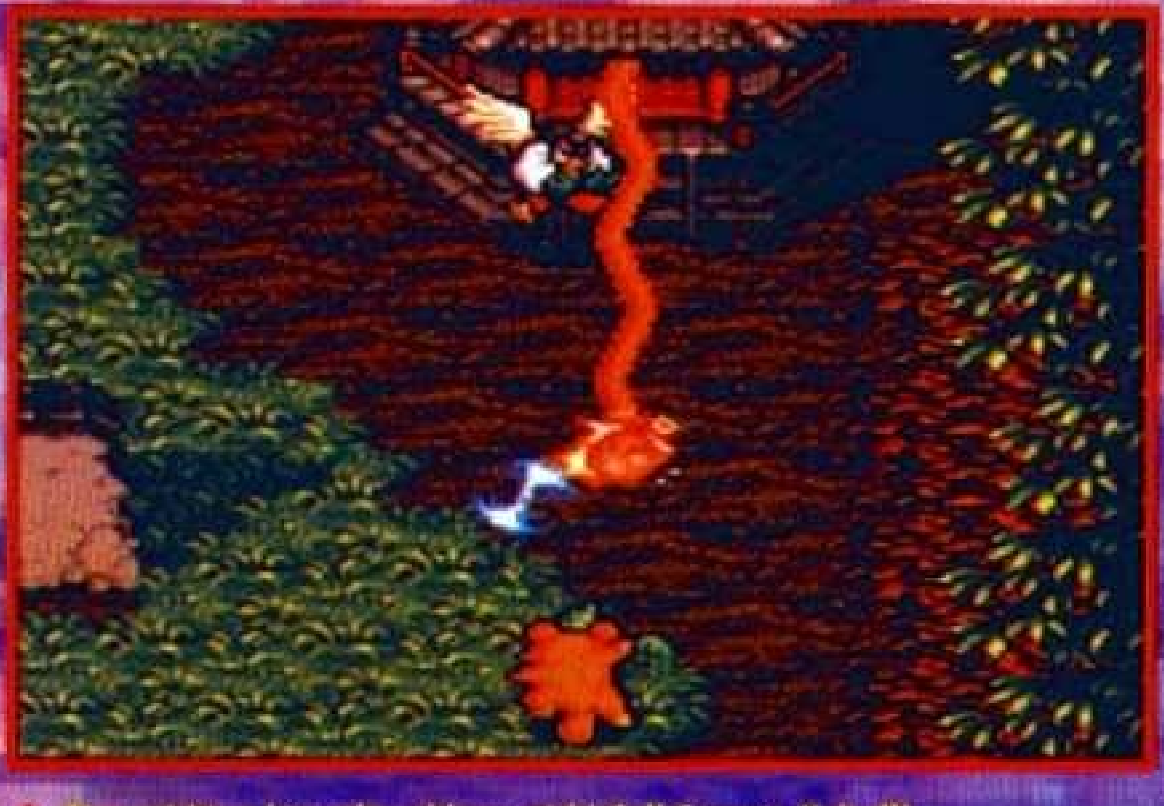
RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
FLIPPIN' TOUGHO
CONTINUES
INFINITE
SKILL LEVELS
3
RESPONSIVENESS
REALLY REALLY GOOD
1ST DAY SCORE
REACH END OF LEVEL 3
ORIGIN
Brand new all-original title which don't owe nothing to nobody nor not nothing never.

Ki Ki Katai. Literally translated it means "The Fantastic and Mystical Adventures of One Girl and Her Raccoon", which is quite uncanny because that's what this game is all about. The evil alchemist Daniel Pauls has ordered his minions to cut down every tree in The Enchanted Forest of Magic Raccoons just so the little bald chap can experiment with his new Bark-into-Hair formula for follicle restoration. Understandably Rover, himself a magic raccoon, was rather upset at this wanton destruction of his natural habitat, as was his environmentally-aware human pal, Moonbeam. So the two took to arms and set off for Pauls' Tower of Atrocity-Laden Doom.

Of course, along the way the pair are bound for various scrapes with Pauls' nefarious henchmen, and this is where you come in. Yes, it's your job to guide one of the cutesy little tykes all the way to the Tower in order to tell Daniel that he is a very bad man indeed and he should cease his naughty ways in this eight-way scrolling shoot 'em up...



▲ Ready Brek. Central heating for Moonbeam.



▲ Aieeee! It's a big salty schlong stick! Call Captain Kelsall!

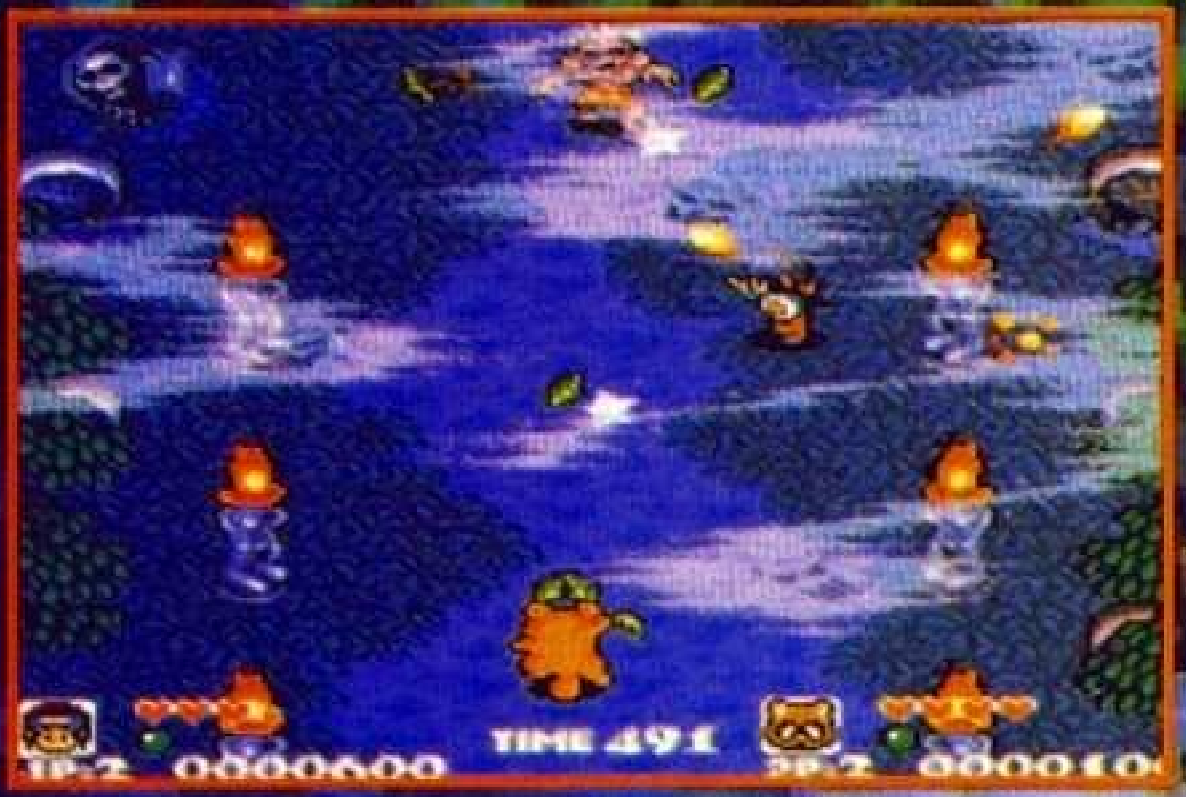
How To Control The joypad is used to actually pilot the plane across the dangerous 3D landscapes. The usual eight directions come into play when banking the plane and when altering its current altitude - or avoiding obstacles.

A Rapid fire
X Block/deflect
B Evasive speed slide
Y Single shot fire
L/R Fire bombs
S **START:** Pauses/unpauses the game
SELECT: Nothing

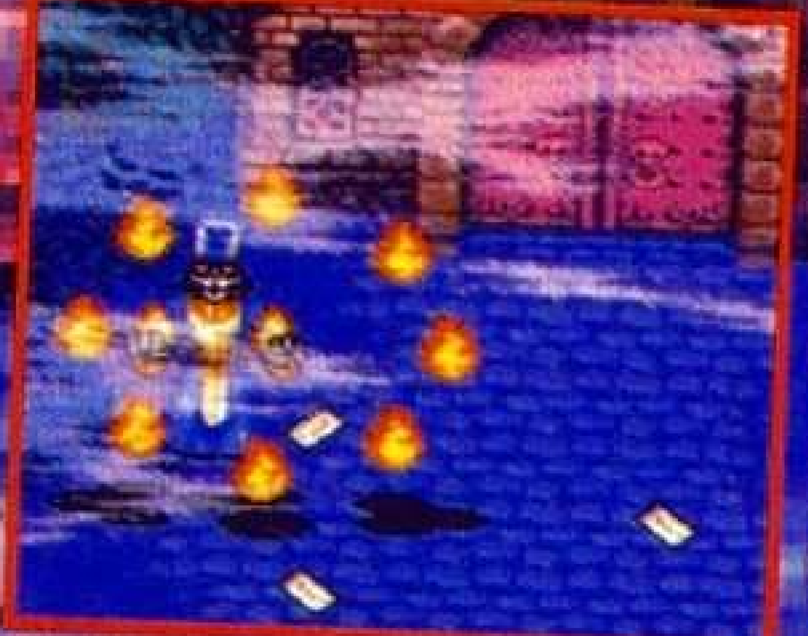
How To Play Guide Moonbeam and Rover across the eight-way scrolling landscape of death, blasting anything and everything in your path. Each character has three lives, and four energy hearts to the life. More energy is collected, but energy and lives are lost by contact with enemies and bosses or allowing the timer to tick down to nought.

KATAi

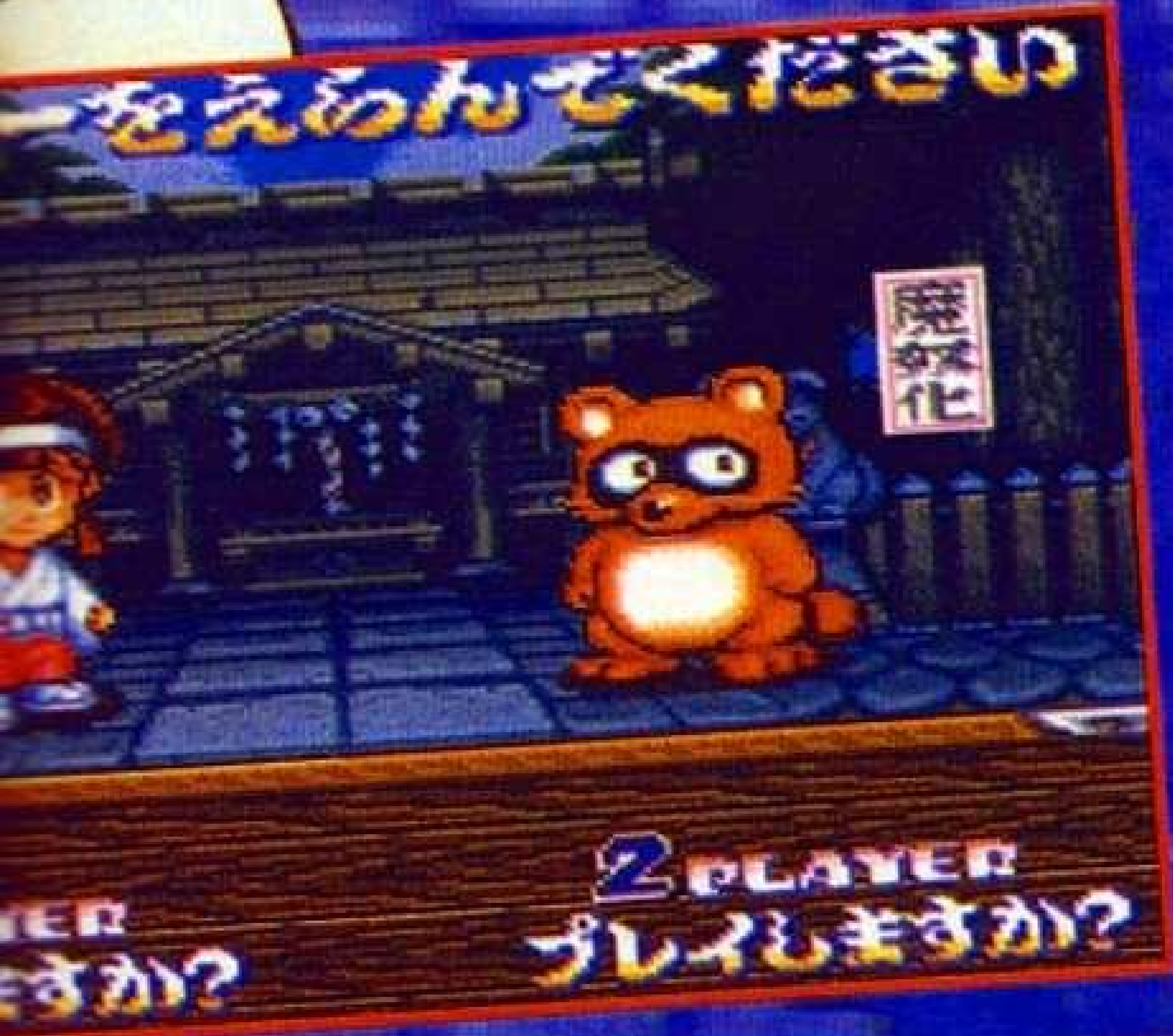
Y & ROCKY



▲ No Rocky. You can't extinguish flames with leaves!!



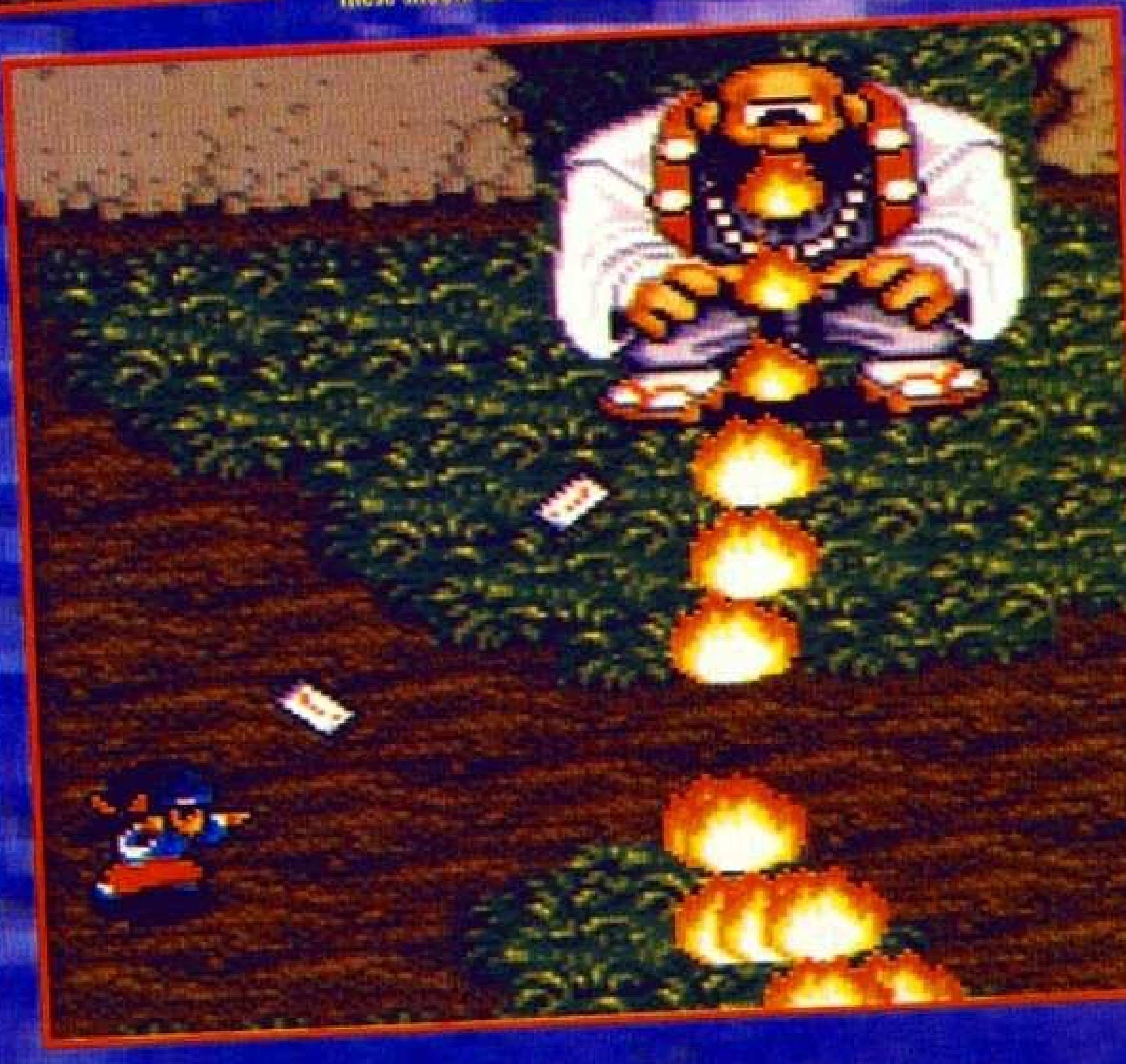
▲ This evil wizard is a dab hand when it comes to porridge juggling.



GROOVY MAGIC LEAVES

Self-defence is an important thing to learn when you're living in an environment as volatile (and close to an evil sorcerer's abode) as the Enchanted Forest of Magic Raccoons. To this end Moonbeam and Rover have tooled themselves up with some top-quality magical weaponry. Both characters start the game with a rapid-firing magical leaf attack. Through collecting power-ups this is expanded to a formidable three-way firing leaf cast of doom. However, collecting the red icons found ever-so-occasionally bestows the gift of fire bombs upon our cutesy chums, allowing them to fire streams of flaming death at their opponents. This may also be powered up by repeated icon collections, the shots becoming bigger and more powerful as opposed to fanning out. The pair also have another line of defence in their limited supply of leaf bombs. These magical orbs spray out extra-strength leaves which annihilate anything on screen. However, they are in very limited supply, available only as power-ups from the bonus hampers spread around each level.

▼ Oops! Too much porridge for breakfast? Here, have a few biscuits, these should do the trick.



▲ Ever get the feeling someone's watching you?

COMMENT

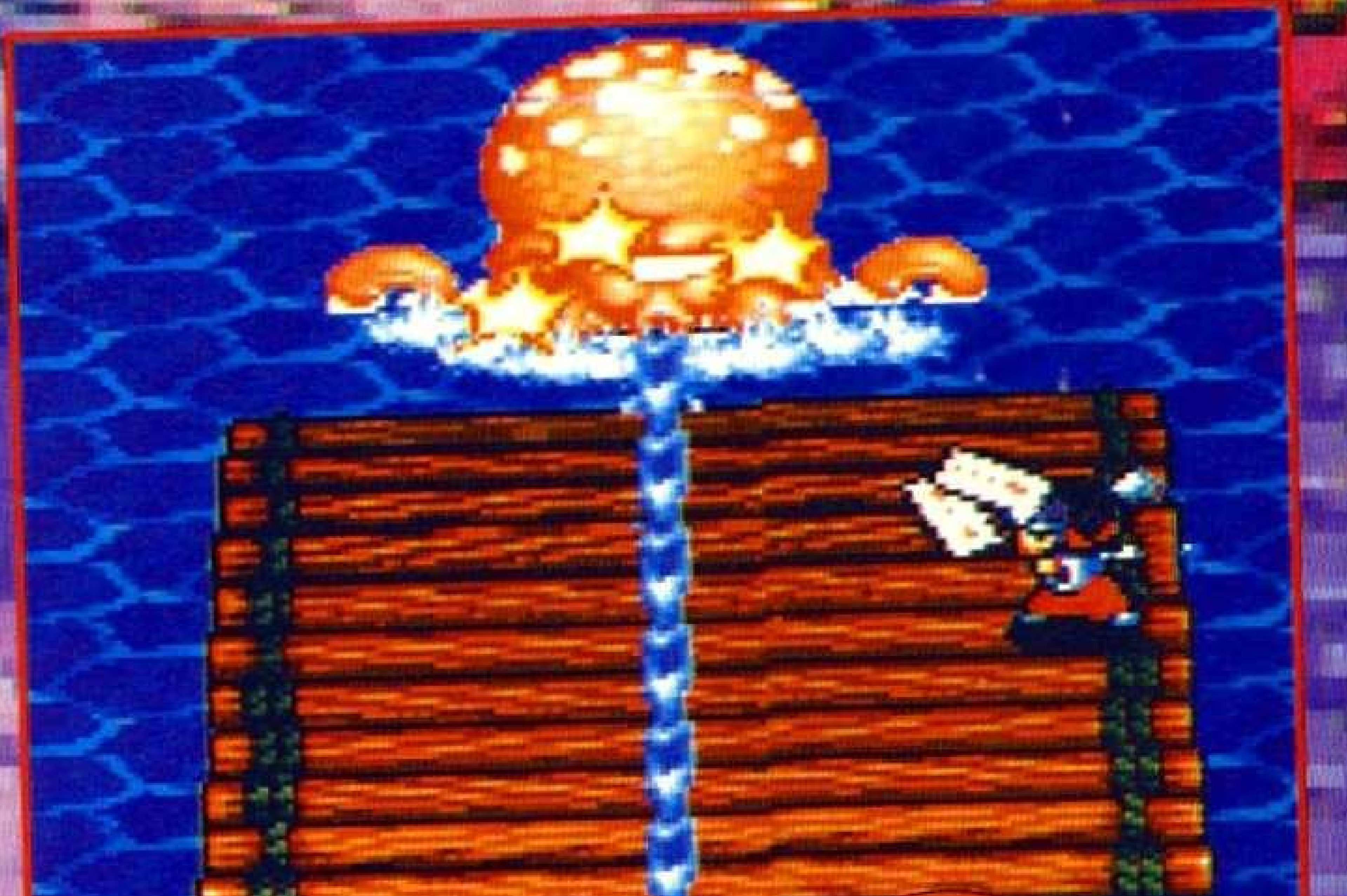
RAD

There are many parallells between Ki Ki Katai and the Megadrive game Twinkle Tale. The plethora of cutesome characters and enemies for one thing, and the varied multi-directionally scrolling action for another. There's also the mega-rock difficulty level which both games share too. This is actually no bad thing, since Twinkle Tale was utterly fab, and indeed, so is Ki Ki Katai. The graphics are superb, with splendid backgrounds and utterly spiffing sprites and animation. The characterisation of all the sprites is excellent, and the storyline intermissions set the scene perfectly. Not only this, but Ki Ki Katai is packed to the gills with playability. There's always loads of stuff of screen and there's more to the action than simply shooting, there's chasms and earthquakes and even rafting levels to negotiate! This and the simultaneous two-player option make it smarter than the average shoot 'em up. However, despite it being enormous fun, it lacks a certain something to get you really excited about it. That said, this is still a fantastic game with the sort of challenge which has been slightly lacking on the SNES recently.

Curse this wretched weather! I wish I'd brought me brolly!

ICON-OCLASTIC JAPES

Icons. Yes, everyone's favourite method of powering up, the collecting of icons, is back with a vengeance. For there's not one but two different ways to collect your icons in Ki Ki Katai. For starters there are hampers littered around the landscape, each of which contains a specific item, whether it be power-up, fireballs, extra energy, extra lives, a smart bomb, a 3-hit shield, extra points or a concealed enemy. The item in each hamper is consistently the same from game to game. However, there's also an exciting, mystery method to power-up joys. Every so often you may spy a frog calmly sitting on a lilly-pad out of the way of danger, or perhaps an eagle sunning itself. Shoot either of these enough times and the spirit of a genie, fairy godmother, Buddha or other such generous mystical figure is released. These kindly types then reward you by spreading a surfeit of icons about the place. There is also a new item which only these powerful magicians have the power to dispense - Barky the Dog. Barky is an invincible canine big enough for either character to ride. Whilst it's impossible to fire whilst riding Barky, you are granted invincibility whilst on his furry back.



Pocky does a card trick whilst an Octopus shows its appreciation!

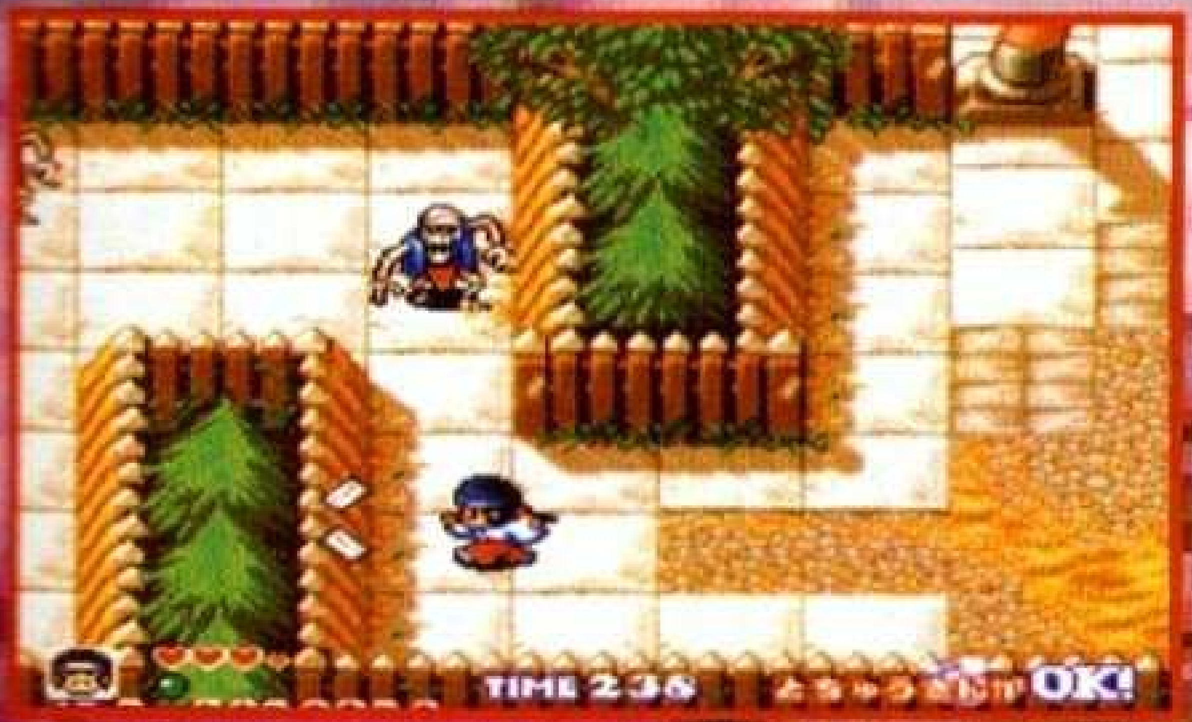
COMMENT

PAUL

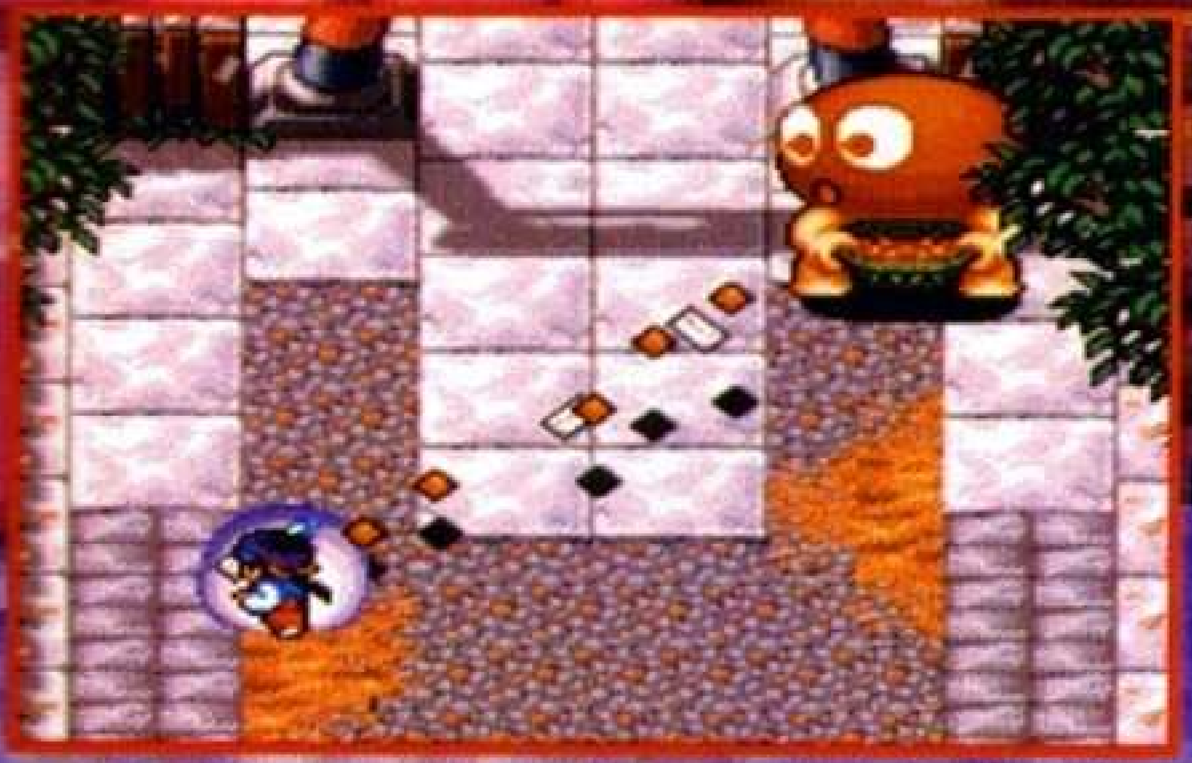
How can they make a game that's so attractive act so tough? Playing this game is like asking Winona Ryder out to lunch only to discover that she eats with her fingers, spits at the ceiling and times how long it takes to fall back onto her tongue. Surprising as this may seem, Ki ki Katai is unbelievably challenging even on EASY level. A daunting thought, perhaps, but never a problem because the desire to discover each new level is so strong that it becomes irresistable. The gameplay remains basically the same throughout but this doesn't result in boredom at any step of the way. In each location a player's skills is tested more and more, especially the protective deflection technique. Sometimes there is barely time to think as your chosen character dashes and slides about the screen doing their best to take out the opposing forces! Having a partner tagging along also makes the going more fun with co-operation playing a big part if the two players wish to see the end of their quest. Apart from the occasional slow-down this game is almost without fault and people shouldn't feel cheated after parting with their cash for this.

DANCING BLOCK

Being small and cute doesn't stop either of the game's leading lights being rock blinking hard. As well as their impressive arsenal of long-range attacks Rover and Moonbeam also have some training in close-quarters combat. These attacks, whilst not quite so powerful as regular shots, have a double use. Not only are they good for spanging enemies right the way across the screen, but either Moonbeam's taper-whip or Rover's wagging tail also deflect enemy fire! Needless to say, this sort of activity is essential to progress in the game and saves many an energy bar from rapid depletion.



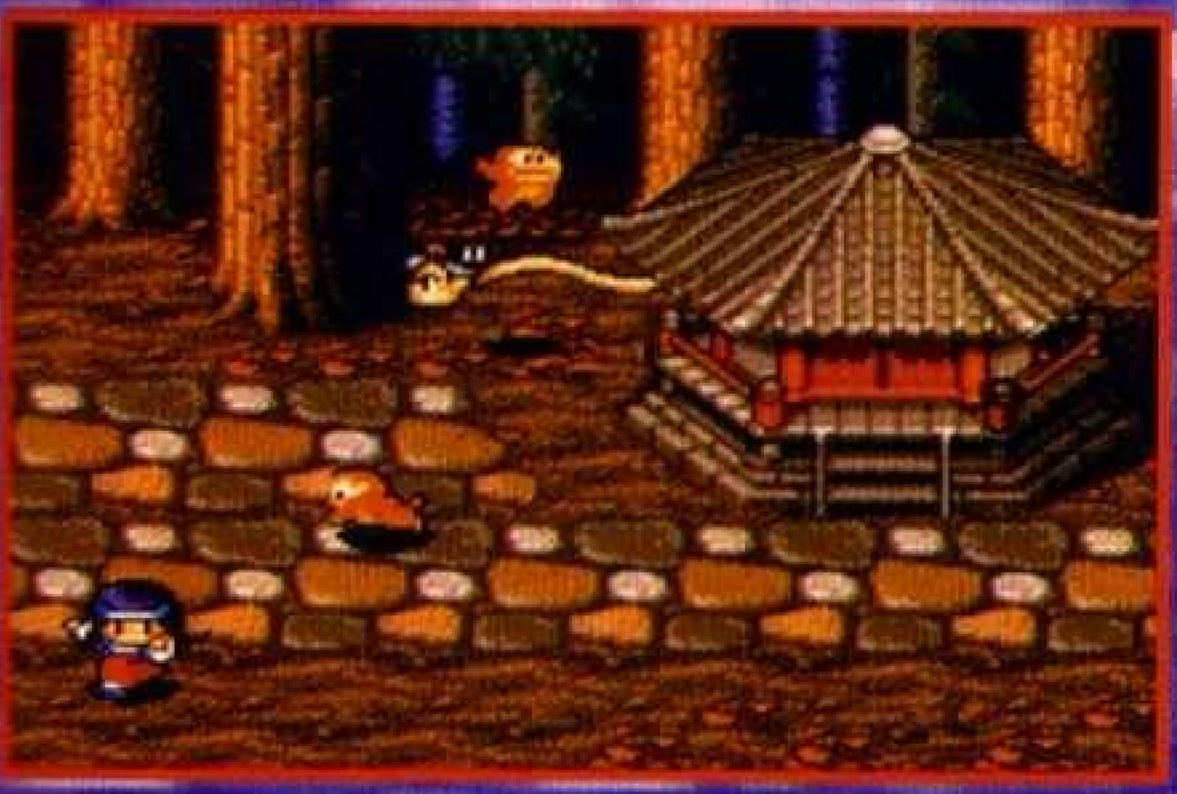
Drat! I can't believe Mum's given me Kit Kats again!!!!



Here, I'll swap my Kit Kats for your Wagon Wheels.

DON'T PANIC! DON'T PANIC!

Although Moonbeam and Rover might be able to "mix it a bit" there are still times when they face overwhelming odds and need to run away. Fortunately both of them have perfected a very neat evasive manoeuvre which consists of hitting the floor and sliding about half the length of screen before standing up again. This is highly useful for dodging un-blockable enemy fire, or preventing heavy objects (or flying enemies) landing on your head. However, it's not all good news. Both characters are vulnerable when standing up, a process which may only take a split second, but which leaves your character open to attack. Ergo, it's not a particularly good idea to use this move in the middle of a screen jam-packed with enemies.

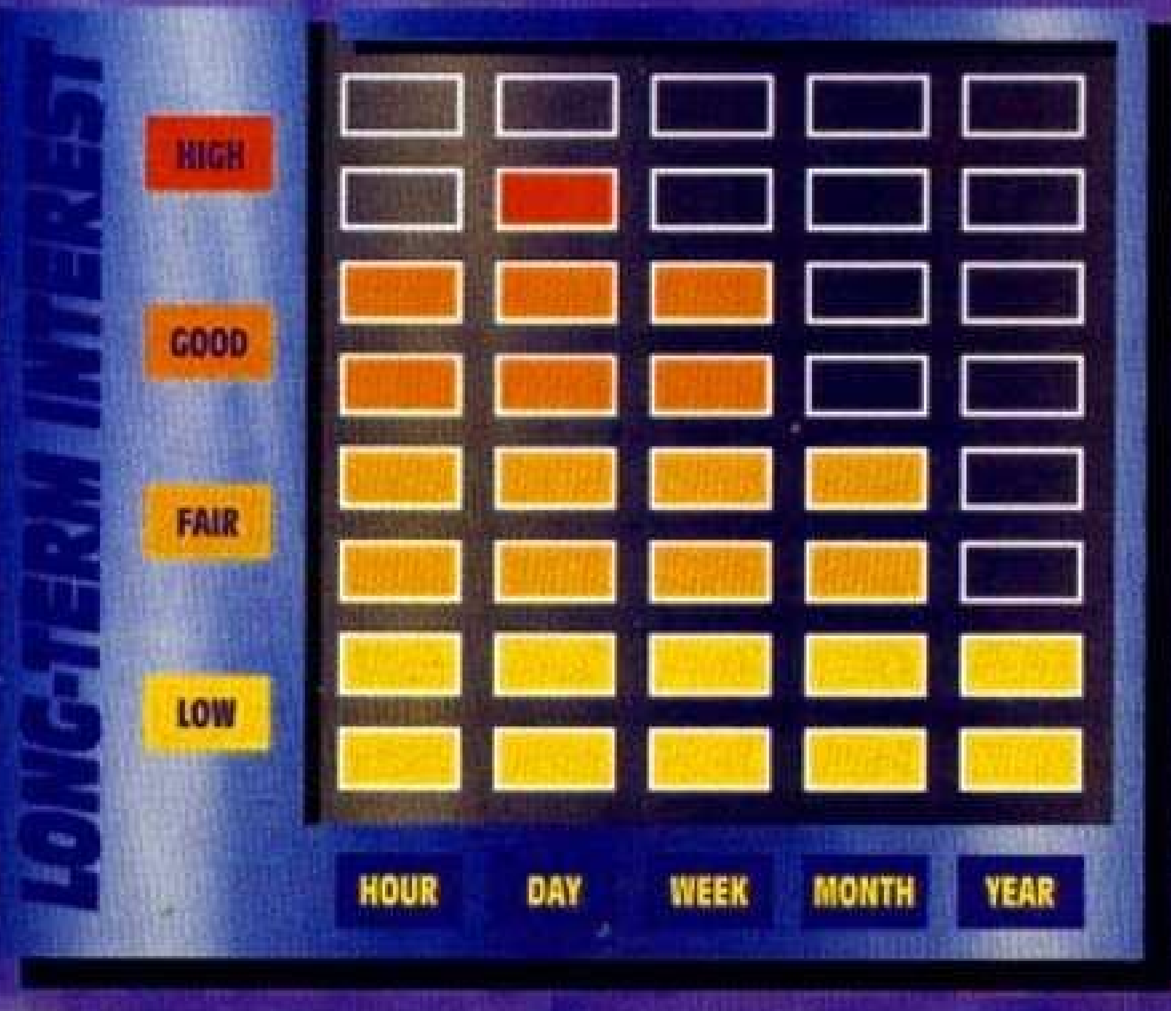


In the heat of the action our heroine still finds time for waving to her fans. Meanwhile the salty schlong tube creates havoc!

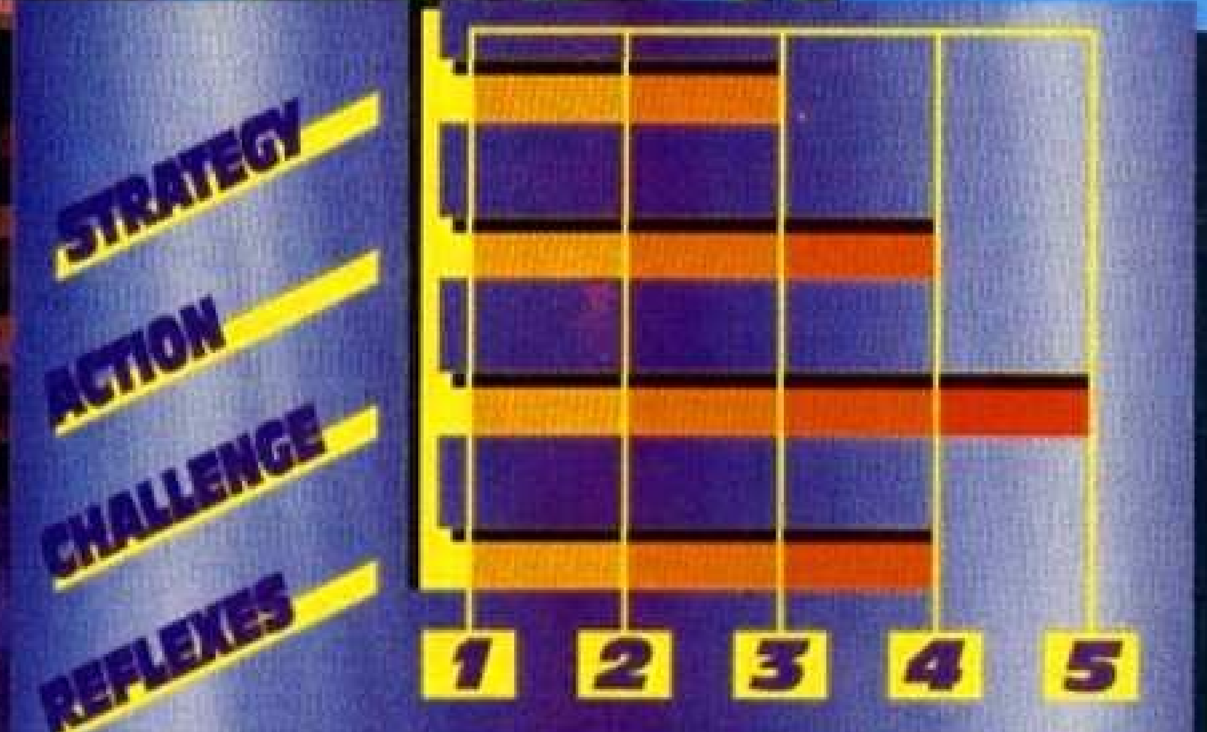
TIME 492
奇々怪界

NEW NAME SHOCK!

If you've been thinking "Hmm...Ki Ki Katai, sounds a bit Japanese doesn't it? I wonder what they'll call it over here?", well wonder no more. For just at the time of going to press the English title has been revealed - Pocky and Rocky. Oh dear.



RATINGS



BREAKDOWN

PRESENTATION

Yes indeed, there are options aplenty along with lengthy story intermissions (which you can skip), and generally great presentation all round.

92

GRAPHICS

Small but perfectly formed sprites, great use of colour and very detailed backgrounds.

91

SOUND

Lovely resonant effects accompany your every activity.

The music is pretty good, but it is a little bit samey.

90

PLAYABILITY

Very responsive with loads of variety and not enough space to breathe.

94

LASTABILITY

It is, as you might say, ultra mega rock hard, even on EASY, and it's still fun once you've finished it.

91

OVERALL

An exceptional which everyone should buy, but which somehow isn't quite a classic.

90

88 MPH
Foot Locker
Foot Locker

REVIEW

SUPER NES

2 PLAYER

8 MEG

SPT GAME

Jimmy Connors
PRO TENNIS TOUR
©1992 BY
UBI SOFT
ENTERTAINMENT SOFTWARE
LICENSED BY NINTENDO

PRICE:£44.95
BY: UBI SOFT

RELEASE
MARCH

CONTROL
1 OR 2 JOYPADS

GAME DIFFICULTY
MEDIUM

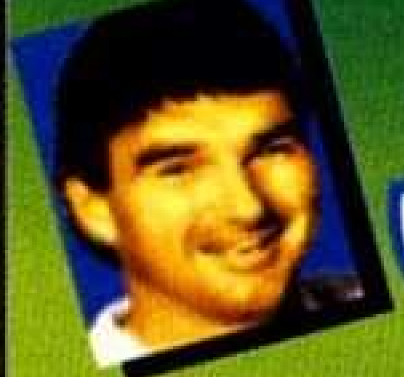
CONTINUES
PASSWORD

SKILL LEVELS
3

RESPONSIVENESS
GOOD

1ST DAY SCORE
WORLD RANKING 10

ORIGIN
Pro Tennis Tour is licensed around the crumbly famous tennis star Jimmy Connors. The viewpoint and gameplay resemble Super Tennis quite closely.

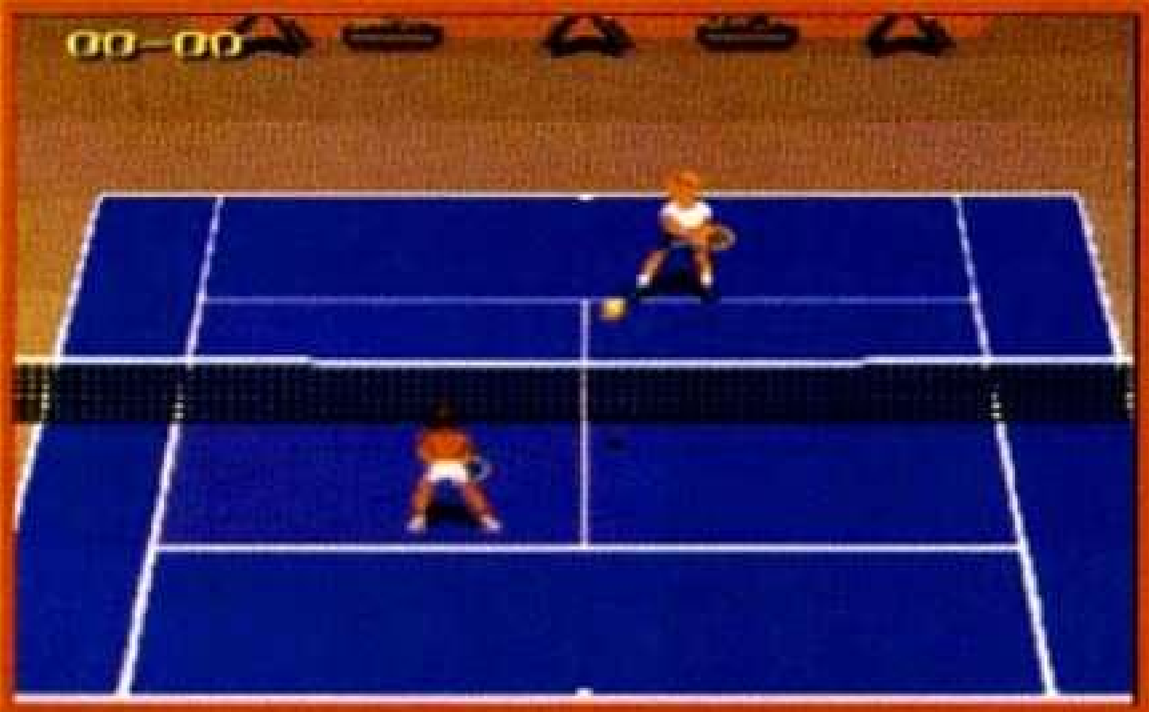


JIMMY

PRO TENNIS TOUR

Billie Jean King, Arthur Ashe, Virginia Wade and Ille Nastase. Most of these names probably mean little to you. They were all, believe it or not, tennis stars of the 70s. Now, while you may well doubt whether they could run after the ball without tripping over their flares, they were all pretty skillful at the game of bat and ball (apart from 'Ginny who was just spawny in 1977).

And? Well most have long since taken the spare balls out their trouser pockets and retired to sunnier climes, apart from the old dog Jimmy Connors - a veteran of inveterate proportions, a veritable Gary Glitter of world tennis. Now he is ready to give you the benefit of his numerous comebacks by taking you on his Pro Tennis Tour, a whirlwind worldwide tournament - and that includes the polar regions! Happily, you're spared the press conferences, and all that tiresome real prize-money.



HOLD YOUR FIRE

Every tournament player has a world ranking. Rank is based on points, and points are gained by winning an event, or reaching later rounds. Big events, called 'Grandslam' tournaments earn you the most points, but more players are attracted to enter these, so you'll probably have to play more rounds to succeed.

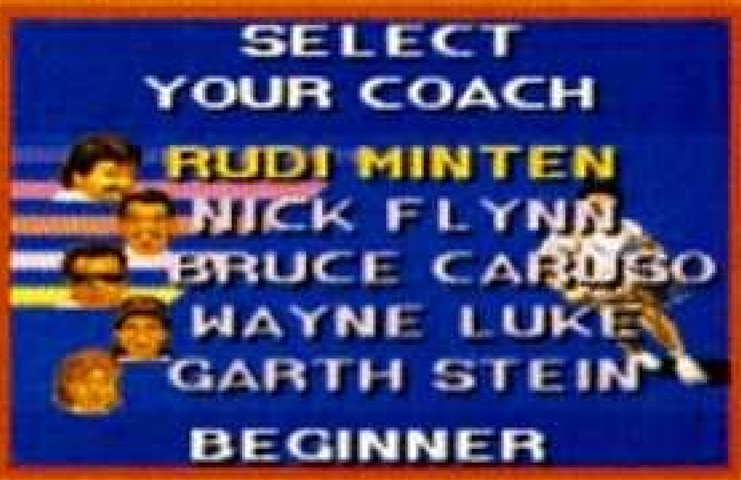
How To Control

A wealth of multiplay options. Singles games with one or two-players, or Doubles where human players may oppose each other or work on the same team against computer-controlled players

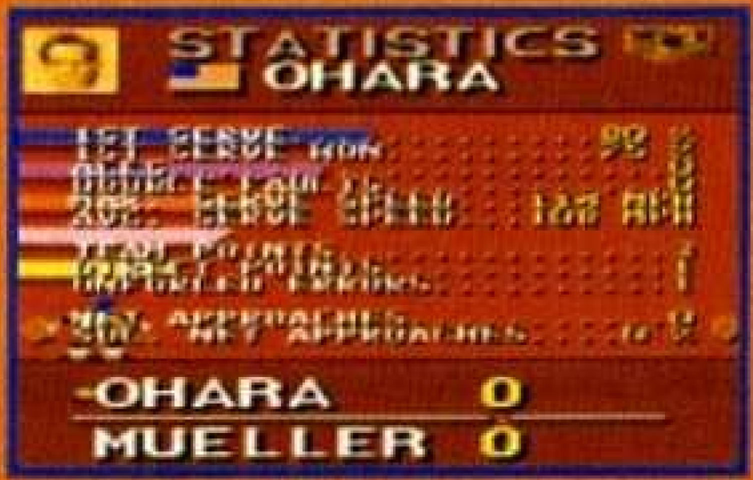
A	LIGHT VOLLEY	X	LOB
B	TOPSPIN VOLLEY	Y	DROPSHOT
L/R	**L BUTTON:** PASSING SHOT**R** **BUTTON:** PASSING SHOT	S	NO FUNCTION

How To Play

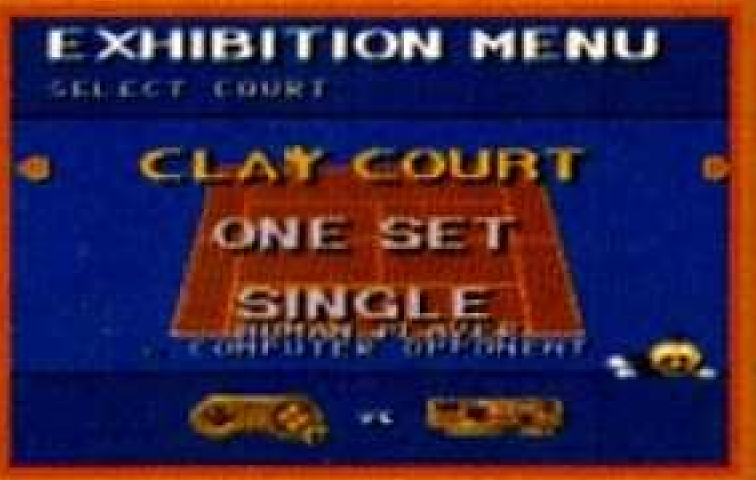
The main screen shows a forced perspective tennis court. Force your opponent to hit the ball out of the court or let it bounce twice - general Tennis rules, really. Play individual matches or take part in an ongoing world tournament.


SELECT
YOUR COACH
RUDI MINTEN
NICK FLYNN
BRUCE CARUSO
WAYNE LUKE
GARTH STEIN
BEGINNER

▲ Pick a coach, any coach...


STATISTICS
OHARA
OHARA 0
MUELLER 0

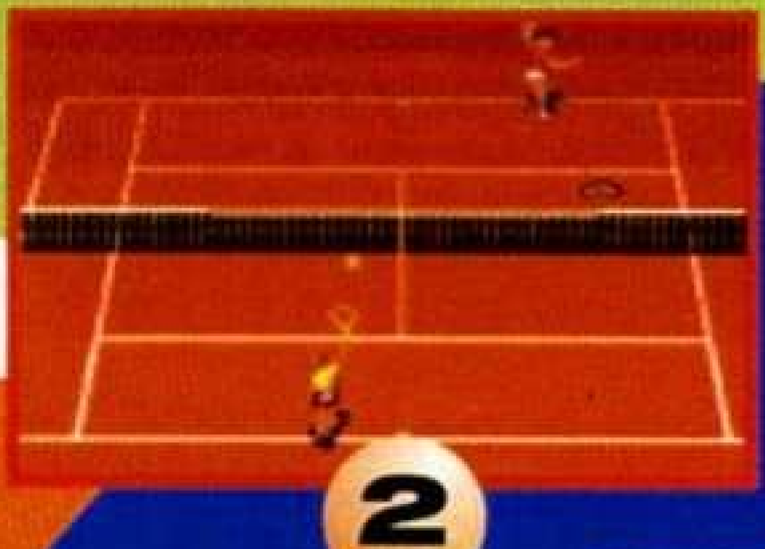
▲ Stats-U-Like , served up with side salad.

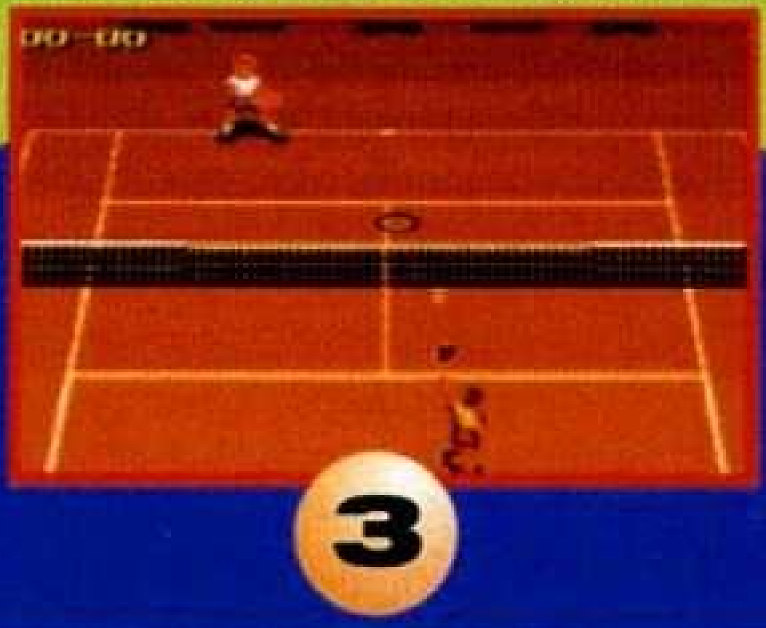

EXHIBITION MENU
SELECT COURT
CLAY COURT
ONE SET
SINGLE

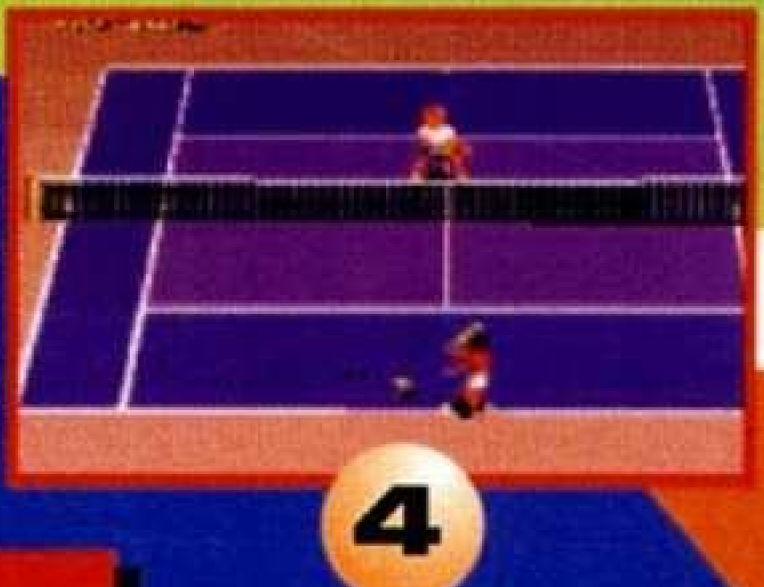
▲ Look at the finish on these options mate. Oooh!

Foot Locker
Foot Locker

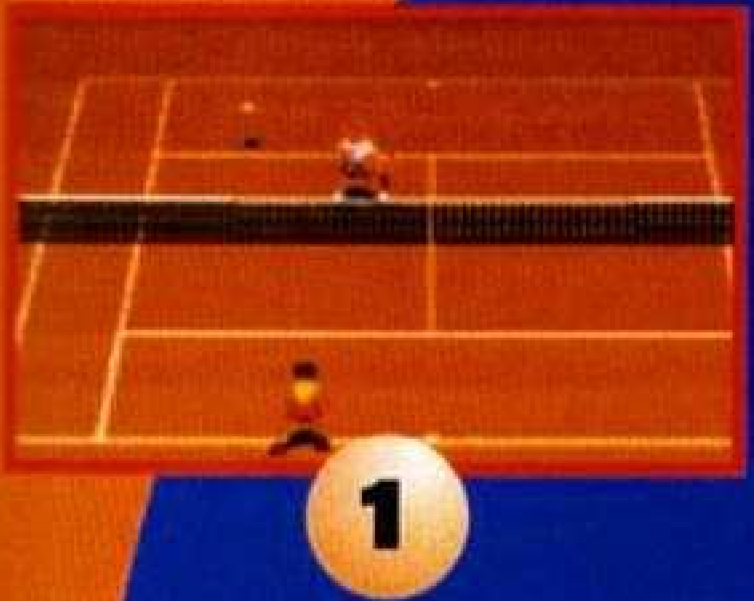
CONNORS

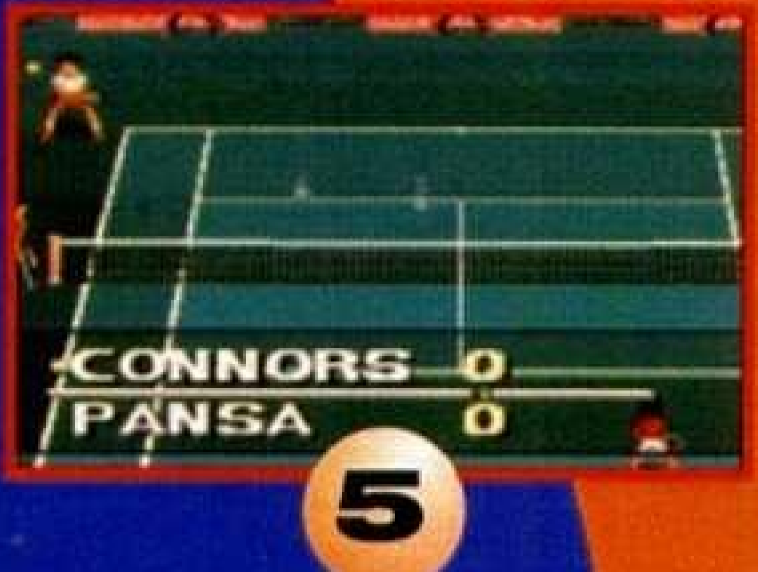






NET WORTH





The full range of shots on Jimmy Connors allows you to experiment with tennis tactics — at the net and from the baseline. Here's a quick guide to using your shots:

1 LIGHT VOLLEY

The standard return shot for baseline play, to return balls when under pressure.

2 TOPSPIN VOLLEY

A hard shot which forces a strong pace and keeps your opponent away from the net.

3 LOB

A slow, high shot which should pass over a net player's head. It's possible to smash these back, though.

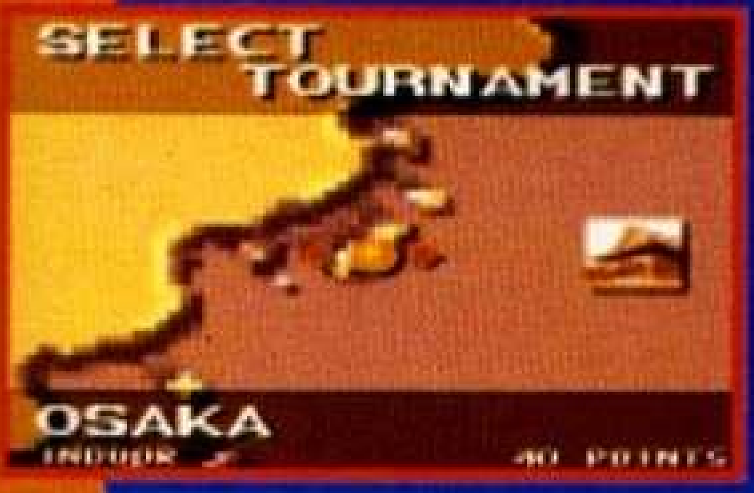
5 DROPSHOT

Best used at the net, this light shot fades quickly and forces your opponent to the net.

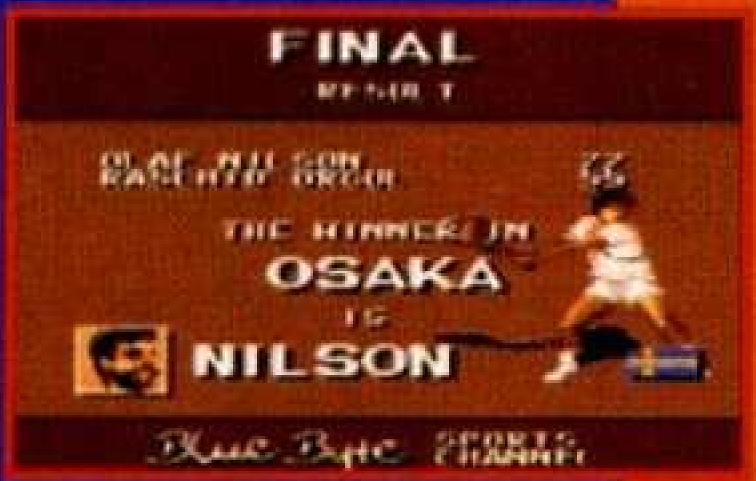
6 PASSING SHOT

This strong, low volley is designed to wrong foot your opponent and power the ball past them.

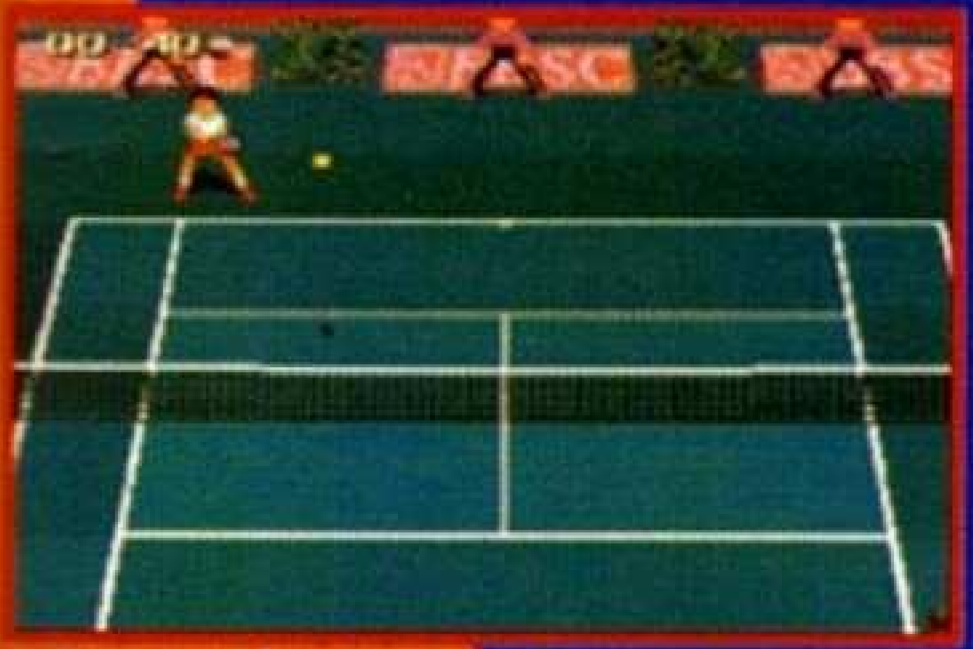
The best tennis tactics involve forcing your way to the net and returning shots on the volley (without bouncing). The net offers more control over play, but you have to win the shot quickly to avoid being passed.



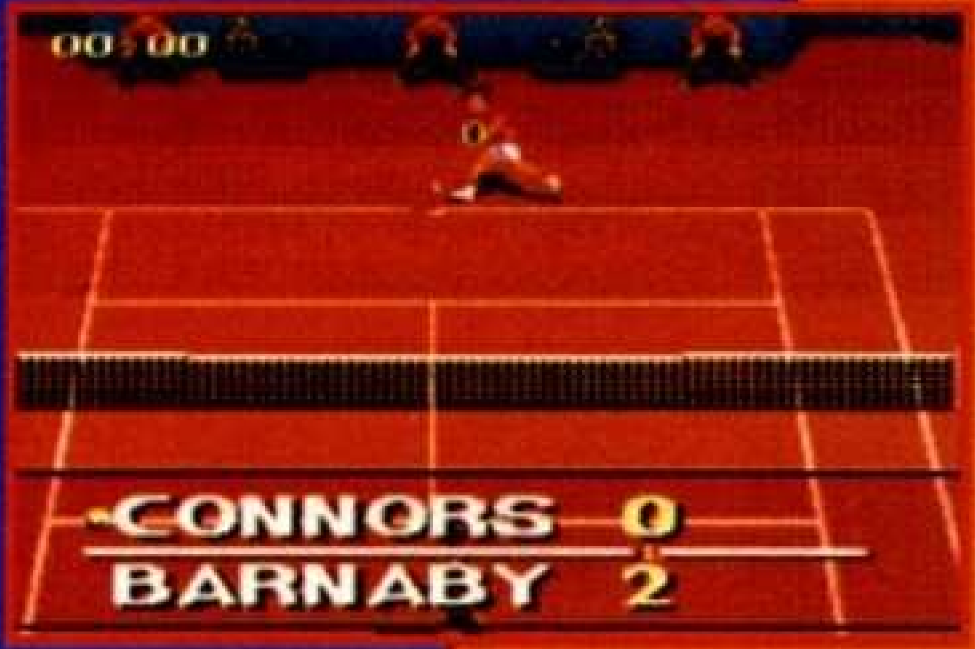
▲The Far East beckons with the early Osaka tourney.



▲ Swedes win in Japan, 'Abba' bit of that.



▲ Grazing your knees on astro-turf is just one of those tennis trials.



▲ The great Connors wrongfooted by a cartoon bear!

COMMENT

STEVE

The early pre-production version of Pro Tennis Tour I saw several months ago promised a fast-moving and realistic simulation. The final version, though, seems to suffer from poor, aging Jimmy's tired legs, and plays at too sedate a pace to be really interesting. Full marks go to UBI Soft for trying to add a little variety to the tennis theme - especially the serving system which I think works extremely well - but the addition of rather pointless ideas such as snowy and desert surfaces fails to cover over the rather dull on-court action. Whilst every effort has been made to make Pro Tennis as realistic as possible, play is fiddly and the control is system is often frustrating and annoying during the heat of a rally. Although by no means awful, the likes of Super Tennis and David Crane's Amazing Tennis still ace Jimmy Connors' Pro Tennis Tour on virtually every count, leaving UBI Soft's effort seeded third.

AT YOUR SERVICE

The serving function is different to other Super NES tennis games. Serving is controlled with either A, B or X. B is the easiest to use, but produces the slowest ball. By holding the button down a cursor appears in your opponent's half. Use the joypad to move this to the desired position, and release the button, which hits the ball. It's not as easy as it sounds, especially with the A and X buttons, when the marker resists your movements strongly.

RANK TO YOUR HEART'S CONTENT

Another play feature of Jimmy Connors is the variation in play speed. When a button is held, the backswing for the shot is taken. The shot won't be played until the button is released. The longer the button is held, the harder and faster the shot is played. However, while the button is being held a player can't move. So you must get into position before planning a big return.

▲ It's so cold, me ball's frozen into me Perry's

PERSONAL TRAINER

A novel feature of the Pro Tennis Tour is the tutorial option provided on the title screen. The five available trainers fire balls across the court for you to practice with, giving you snippets of wisdom at the same time. The trainer's advice spans elementary shots and also more advanced tactics.

SURFACE TENSION

There are six playing surfaces on offer for exhibition matches, each having different play characteristics. The first four are fairly standard, internationally recognised courts — hard, grass, clay and indoor. Hard and indoor are artificial and concrete-based, giving high bounce and suiting backcourt play. Grass is a fast surface, because the ball hardly bounces and most shots need to be played on the volley. Clay is a slow surface, because the softness of the surface reduces the ball's speed. The last options are snow and desert!

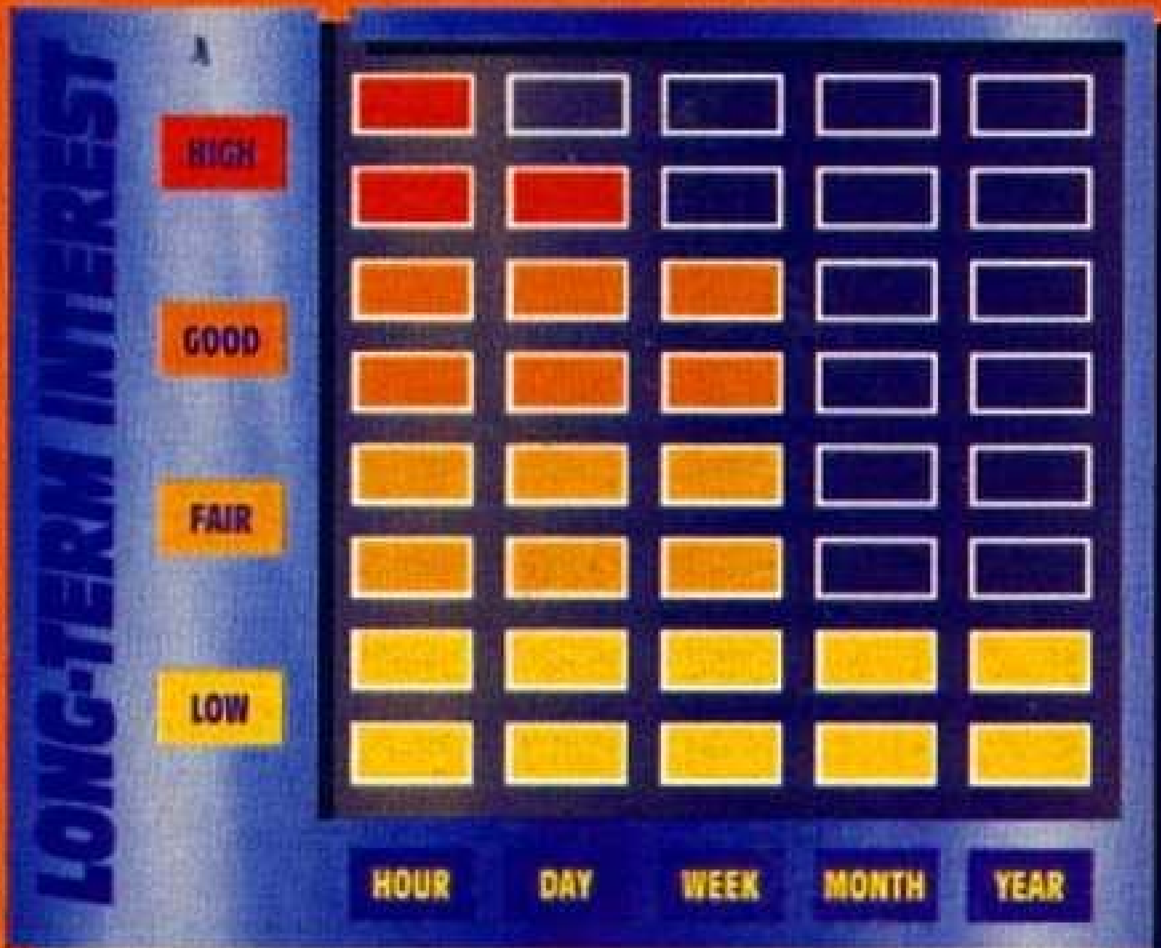
COMMENT

GUS

Yet another tennis outing on the Super NES, and at least this tries to be innovative with some of the play techniques. Frankly, this is the sort of game you need one good version of, and then don't have to look at another, and Super Tennis already has a well-deserved reputation. Pro Tennis Tour looks much the same as Super Tennis on court, with slightly better graphics. It also tries to provide even more play options and stats, with the doubles games, trainers and expanded tournament option. Generally the presentation is excellent, with some digitised pics and Mode 7 scaling. However, it is on the court where the game counts most, and here Pro Tennis Tour lets itself down a bit. It plays slower than Super Tennis and the strange ball movement makes play often unpredictable and frustrating. The ball can literally float across the net, then power back on the return in a very unrealistic way. Gaps between points are also annoying. It's not a bad game, and merits consideration, but I'd say it's 6-4, 6-3 to Super Tennis.

RIO, PARIS, KATMANDU, MERTON...

When you're tired of knocking balls in your own back yard, take Jimmy's hand and fly, fly across the globe to events in exotic locations. The tournament spans all twelve months of the year, with a short break for summer hols midway. You must opt to play a tournament each month, by moving the tennis ball marker around the globe. The number of rounds for each event depends on the number of other players entering. Quarter and Semi finals start as best of three sets, finals become five set contests.

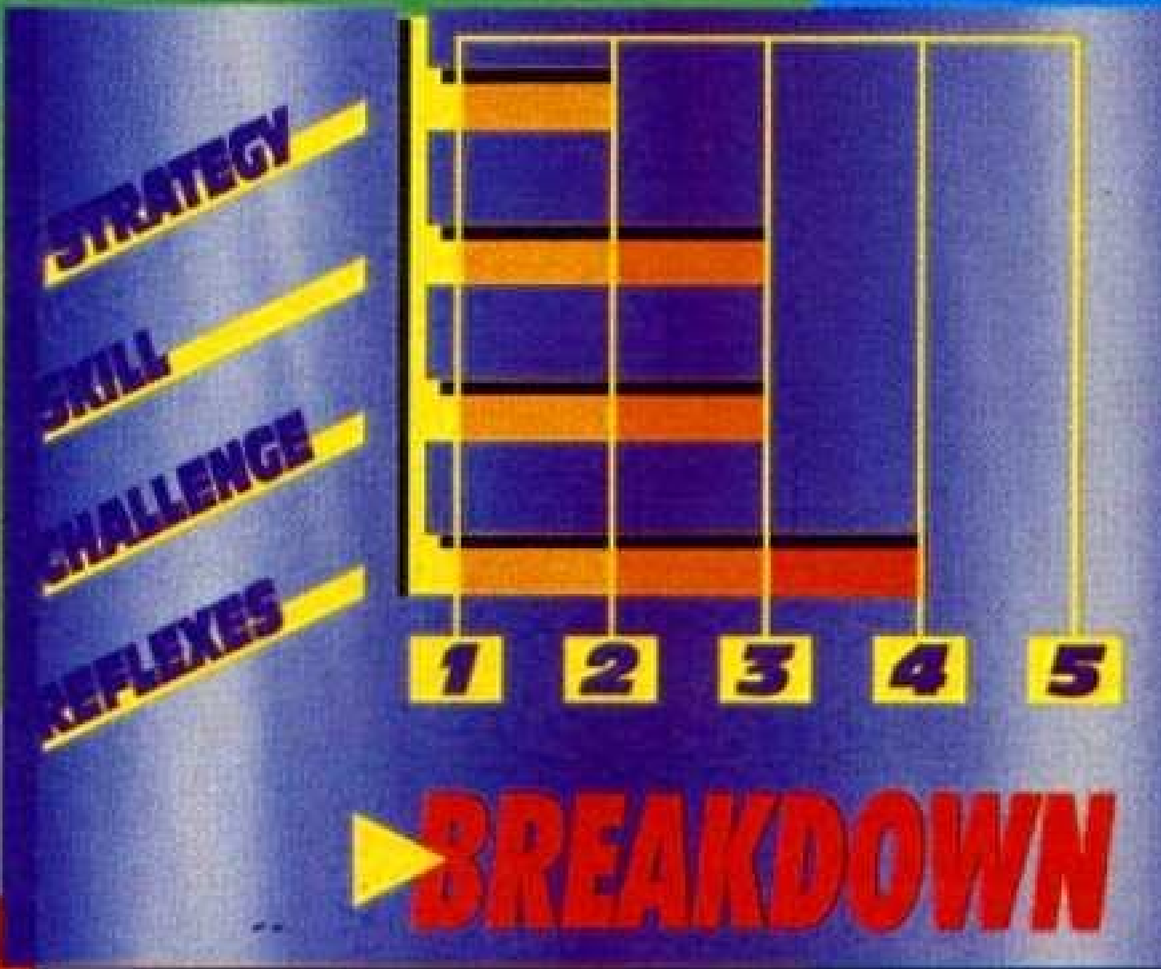


SELECT TOURNAMENT

▲ The world's your piece of dodgy seafood.

SELECT TOURNAMENT
FRENCH OPEN
CLAY COURT
100 POINTS

RATINGS



PRESENTATION

87

▲ Lots of touches, including a five trainer tutorial, scaling global maps and a vital password option.

▼ The gaps between points slows down the game slightly.

GRAPHICS

75

▲ Good animation on the players, and nice colours used on court surfaces. A decently drawn crowd for once.

▼ Some ugly touches, though minor - like the service spot marker.

SOUND

78

▲ A full range of speech from the umpire, and some meaty music.

▼ The speech is slow and the sound FX of the ball hitting the racquet are all wrong.

PLAYABILITY

80

▲ It's quite easy to hit the ball, and serve, and the range of shots allows breadth of play.

▼ The strange changes in speed make the game a chore at times.

LASTABILITY

76

▲ The tournament option offers a massive challenge. The doubles and two-player options increase the lasting value.

▼ It loses it's appeal for thrill merchants who want a faster, less tactical tennis game.

OVERALL

An average to good sports sim, that suffers from some peculiar aspects of play and doesn't match Super Tennis, the game it imitates.

79

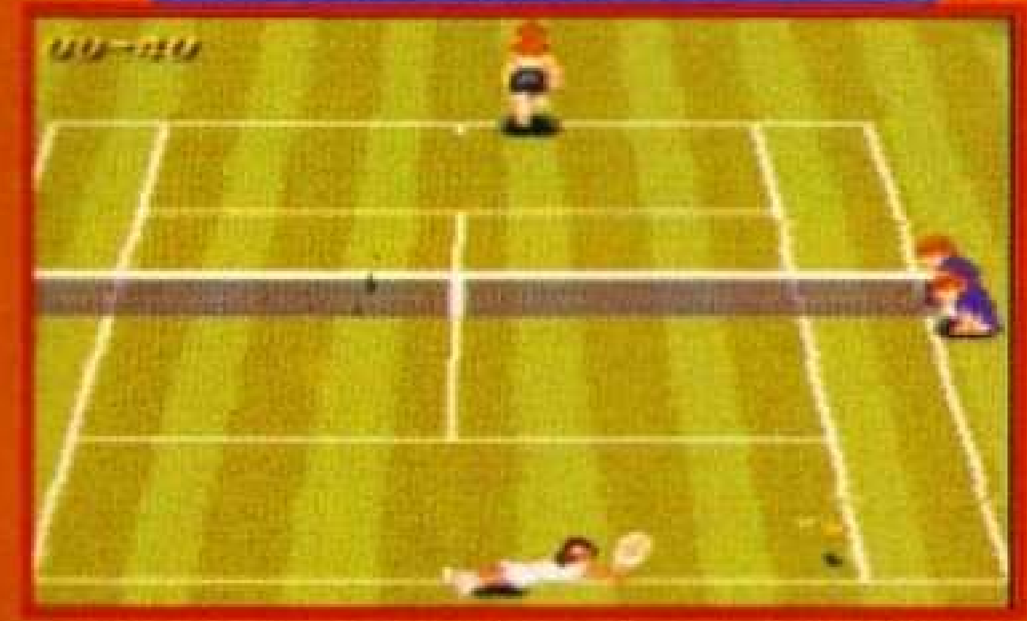
MPH
Foot Locker
Foot Locker
Foot Locker

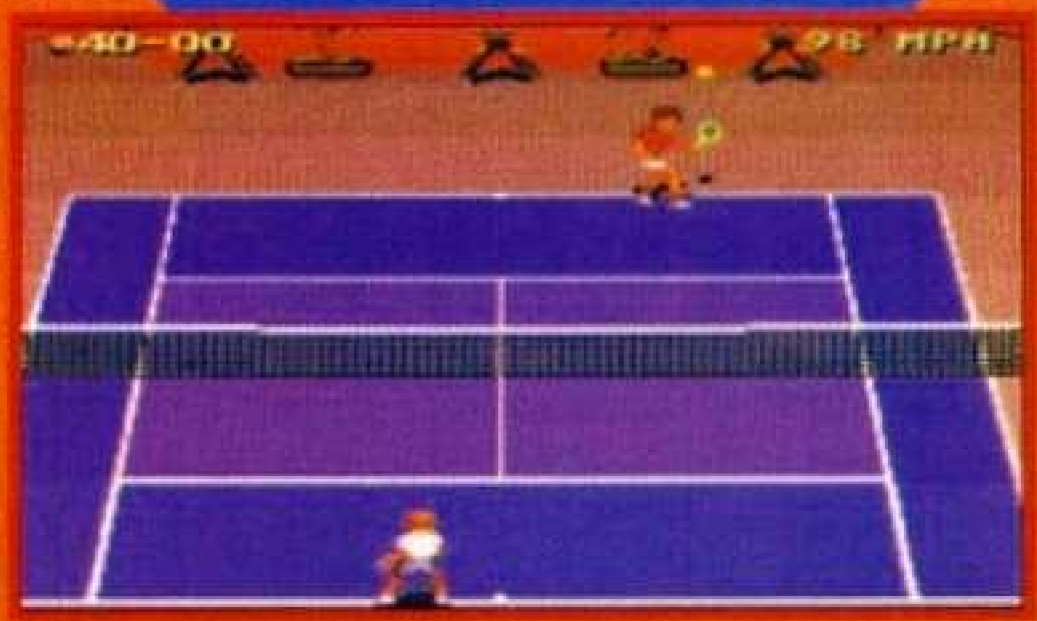
GOIN' COURTIN'

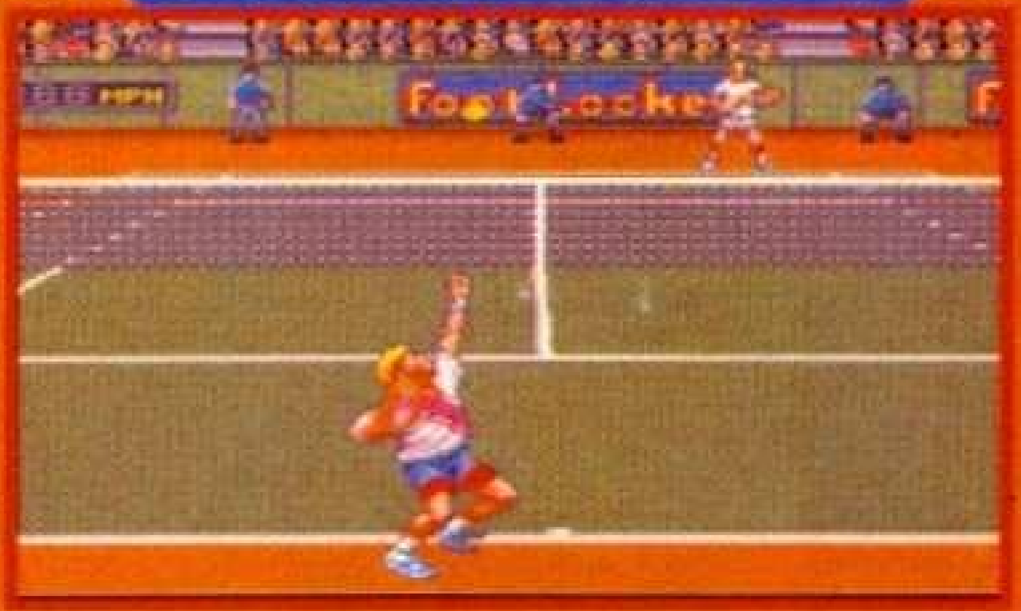
SUPER TENNIS
BY:NINTENDO
PRICE:
£39.99

JIMMY CONNORS' PRO TENNIS TOUR
BY:UBI SOFT
PRICE:TBA

AMAZING TENNIS
BY:
ACTIVISION
PRICE:
TBA







Now with three major tennis games on the Super NES, each commendable in their own ways, it's about time they were ushered into the Centre court and had a gentlemanly battle to see who's top of the tennis stakes...

FIRST SET - PRESENTATION

● **SUPER TENNIS** has quite an impressive array of options, allowing you to play a single match or a large tournament made up of various events. There's a range of surfaces, and a password system that allows you to return to your position.

● **AMAZING TENNIS** hasn't got a great wealth of play options, and little in the way of fancy presentation. It has fewer players than the other two, and a limited tournament option. Worst of all, there is no way to alter set length. The only special feature is a replay option at the end of each set.

● **JIMMY CONNORS'** provides the best presentation of the three, with it's impressive full length tournament and diversions like the training mode and antarctic match. It also has the choice of full or partial control.

UMPIRE'S DECISION:

Amazing Tennis is definitely inferior, with Jimmy Connors' copying the same lavish features of Super Tennis, only doing them better.

SECOND SET - GRAPHICS

● **SUPER TENNIS** opts for a cartoony look to its graphics and it works well. The sprites are chunky but crisp and the background colours make playing clear. There are some nice touches like the speech bubbles and ball boys. The emphasis is on simple but effective graphics.

● **AMAZING TENNIS** has an eye-catching new perspective to its graphics. The action is viewed from just behind the player, rendering the game in forced 3-D. The players animation is superb, and the ball movement is fast and realistic.

● **JIMMY CONNORS'** features more realistic on-court graphics than Super Tennis, but adopts the same viewpoint. Player animation is good, but the speed of the ball is strange and unrealistic. The front end of the game features some nice graphics.

UMPIRE'S DECISION:

Amazing Tennis has the most eye-catching graphics, but Jimmy Connors' looks more polished overall. Super Tennis looks less stunning than it once did.

THIRD SET - SHOTS

● **SUPER TENNIS** has four shots, using the four colour buttons. It is easy enough to master both services, and the joypad allows you infinite ways of placing service. The top two buttons add spin to some shots. The only niggle is the lob, which often goes too far.

● **AMAZING TENNIS** offers the same four shots and two services, but the hard service is much harder to master than Super Tennis. The lob is less likely to go out, but the drop shot has to be played too close to the net. It is also very hard to smash.

● **JIMMY CONNORS'** uses all six joypad buttons. The player seems to use these more accurately than the other two games, apart from the passing shot, which often goes long or hits the net. The service method is totally new, making every service a challenge.

UMPIRE'S DECISION:

Jimmy Connors' offers more tactical play with its greater range of shots, but Amazing Tennis, and most all Super Tennis offer better action.

FINAL SET — PLAYABILITY

● **SUPER TENNIS** is a great game to play, due to the minimal fuss and tons of action. Many of the computer players are quite tough, and the pace is always fast. Super Tennis is a reflex-orientated sports game, with that mysterious quality that belongs to classic games only.

● **AMAZING TENNIS** has a lot of novelty value, but also offers a mean game of tennis. The view makes it hard to pick up, but you get a lot of satisfaction playing a tough ball down the line. There is a strong sense of realism here, which may attract 'serious' tennis fans.

● **JIMMY CONNORS'** is a slower-paced game than the other two, and that may cost it some fans. There is an attraction in being able to control the ball so much, but too many slow returns makes you impatient. Satisfying to get to grips with, but gives no adrenalin rush.

UMPIRE'S DECISION:

This is where the game is won and lost, and it still belongs to Super Tennis, despite being around as long as Martina Navratilova. And it's a bargain!

REVIEW

SUPER NES

1 PLAYER

8 MEG

PLT GAME

CHESTER CHEETAH

PRICE:TBA
BY:KANEKO

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
EASY

CONTINUES
THREE, BUT SUBJECT TO SCORE

SKILL LEVELS
ONE

RESPONSIVENESS
POOR

1ST DAY SCORE
11310

ORIGIN
Chester Cheetah is the face found peering out from packets of Cheetos - those cheese flavoured snacks similar to Wotsits. Frito-Lay, the chaps behind the cheesy snacks, and developers Kaneko have teamed up to create a game starring the cool cat, and this is the result...

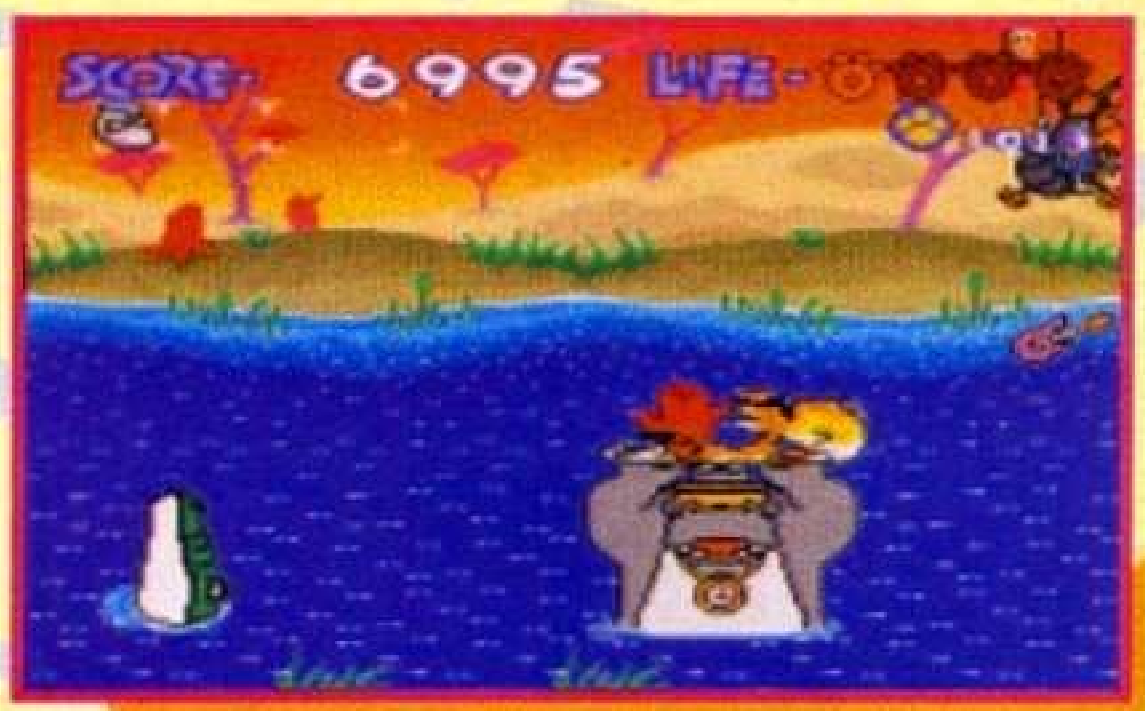
CHESTE

TO CO

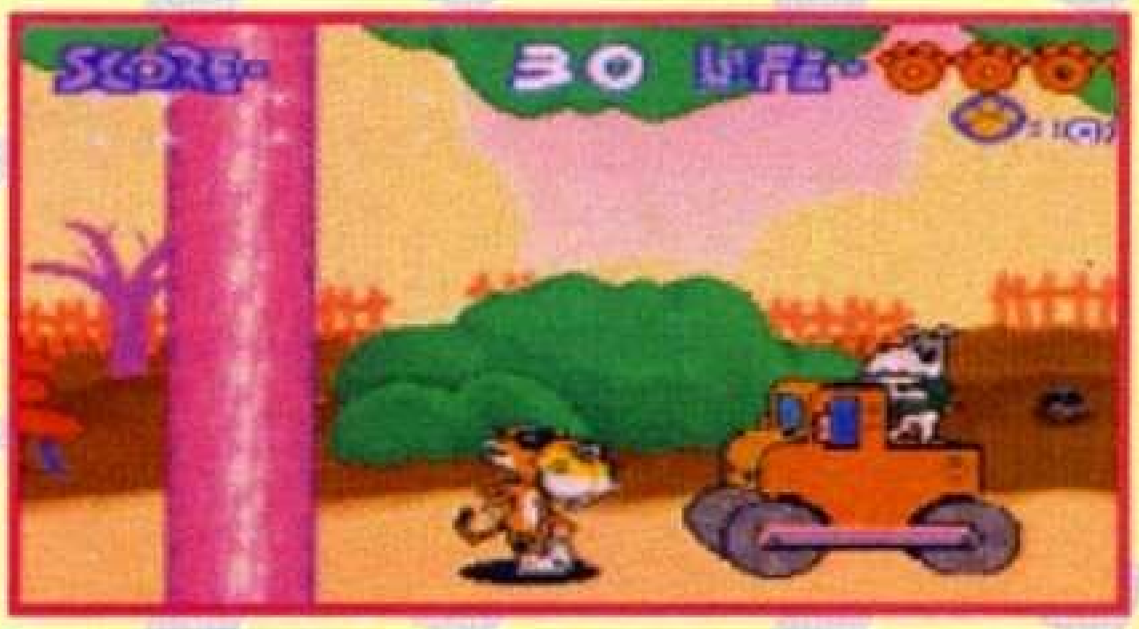
He may be 'too cool to fool' but Chester Cheetah's Super NES debut has dumped him in a real problematic situation - he's been locked in a Zoo, destined to remain gawped at by spotty kids and old ladies for the rest of his days! An unfair gesture by all accounts, especially since Chester has just treated himself to a spanking new motorbike and was looking forward to taking it out for a whizz.

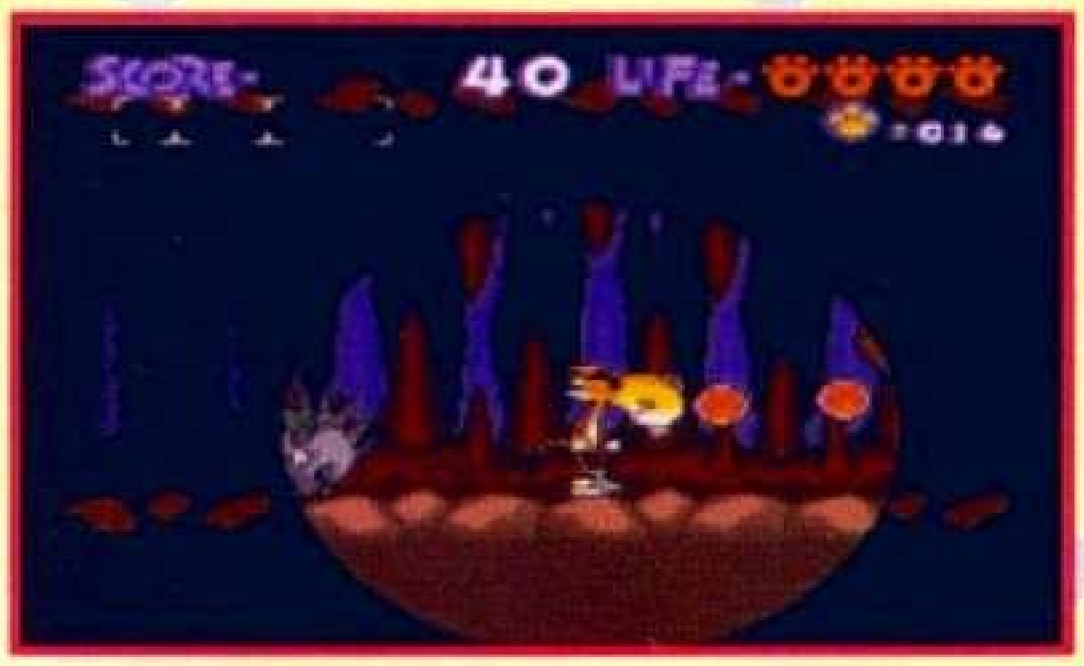
As if being locked up isn't enough, Mean Eugene, keeper of the Four Corners Zoo, has dismantled Chester's two-wheeled pride and joy and scattered the parts about the park's grounds. What's more, he's doing his very best to make sure the cool cat stays put by patrolling the sprawling area! Chester's task is to find all the missingcomponents and make a speedy escape.

Guiding Chester in his search for the missing pieces, the player steers the cheery cheetah across a series of platform-based stages, hopefully ensuring that he avoids the zoo's many inmates and makes the most of the goodies which have been conveniently left for him. Making the most of these and Chester's cat-like capabilities could be the only way he'll ever get to put his shattered bike back together and eventually escape from his confinement.



▲ Here you are Mr Crocodile. One cheetah, 'medium rare'.





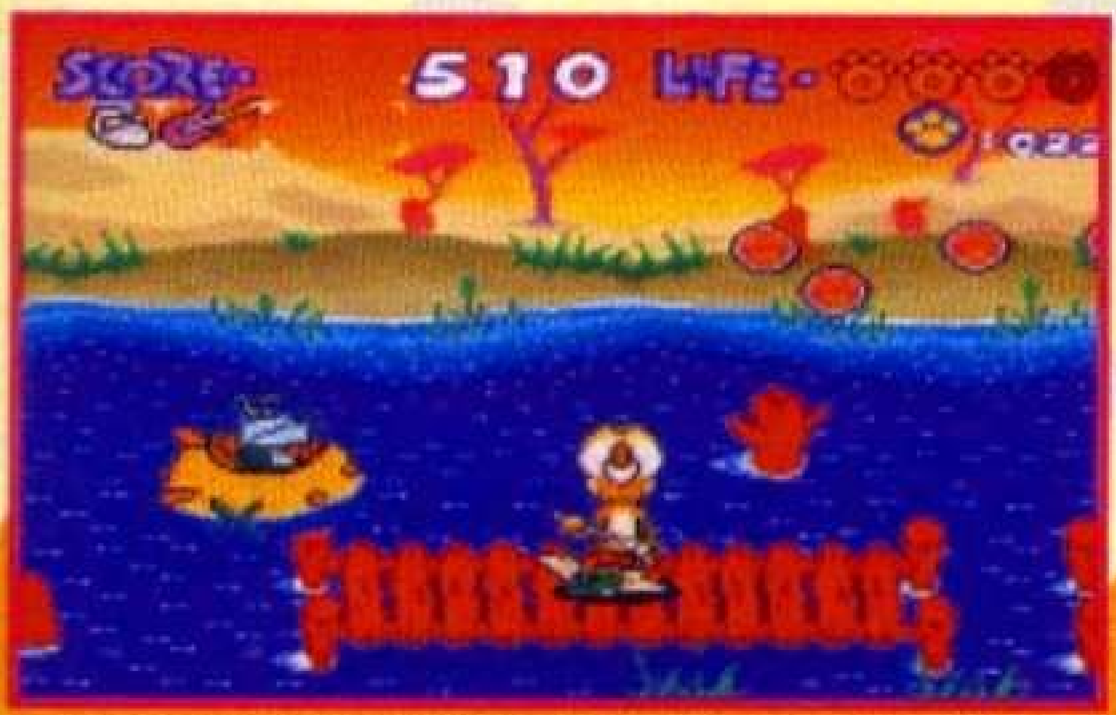
SPECIAL OFFER

In much the same way that a hundred or so packets of your favourite corn or potato snack may earn a free badge or some similar goody, Chester collects badges to obtain an extra credit. For every 100 badges the feline hero collects, he receives an extra credit - literally a great credit to our hero.

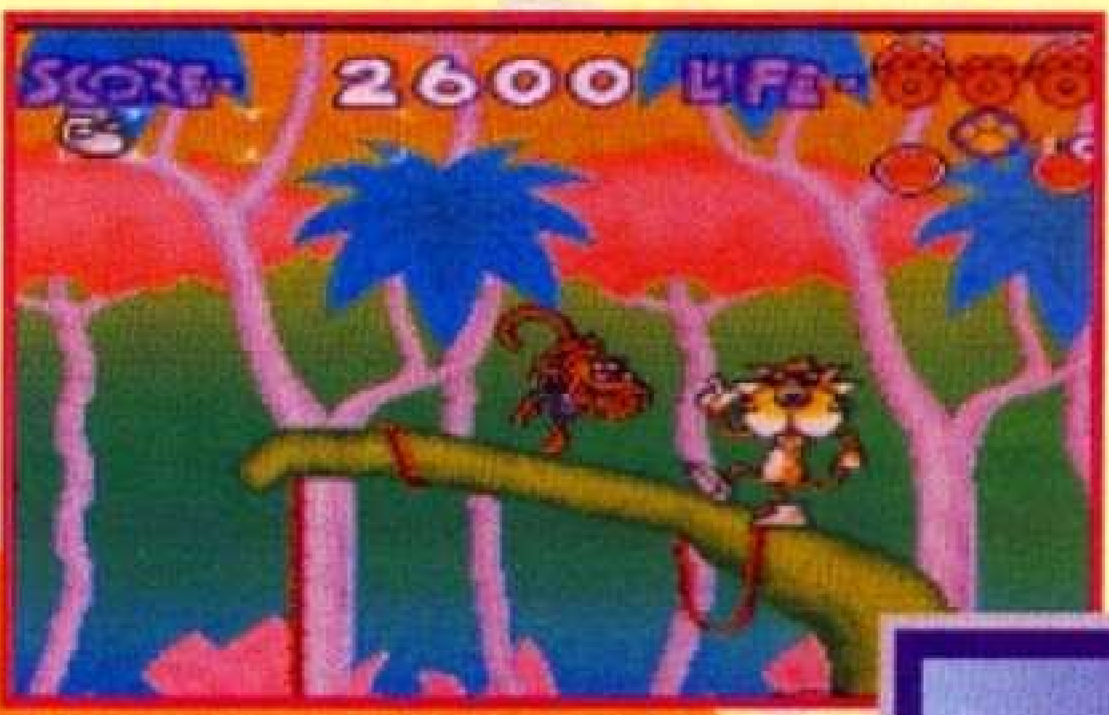
How To Control Pressing LEFT and RIGHT on the D-pad makes Chester walk in those directions. Push DOWN to make him crouch and DOWN plus LEFT or RIGHT to have him crawl in those directions. Pressing UP allows Chester to climb.

A	**BUTTON:** No function.
X	**BUTTON:** No function
B	**BUTTON:** Jump.
Y	**BUTTON:** No function
L/R	**L BUTTON:** No function.**R BUTTON:** Run - if trainers are worn.
S	**BUTTON:** Pause

How To Play Help Chester find the missing parts of his motorbike by exploring six stages of platform-laden locations in the city zoo. He relies on friends to help him out of certain situations but the majority of the work is performed by his trustee, namely you.



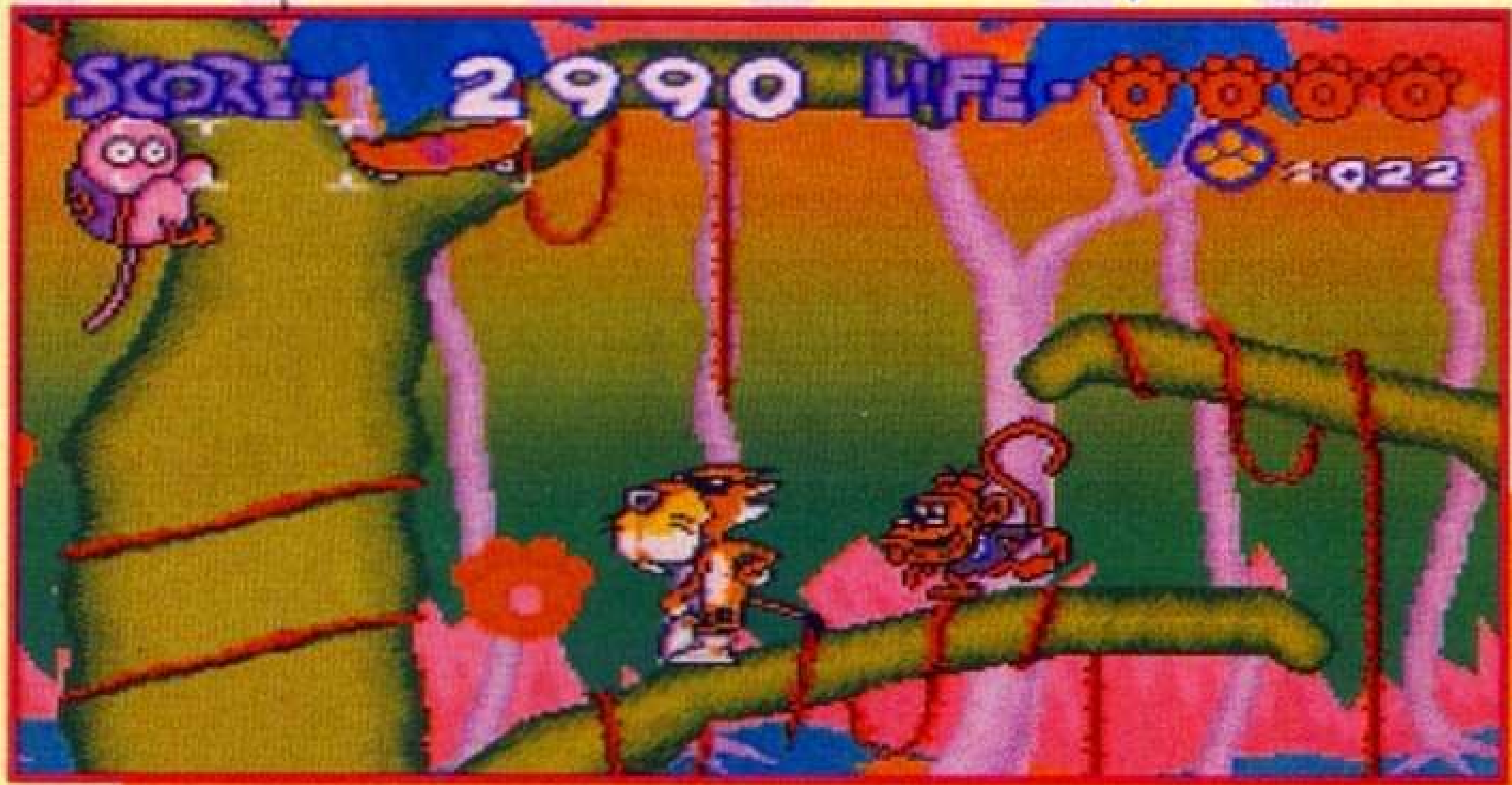
▲ Chester performs his magic 'Strange Dog in a Boat' song with outstanding results.



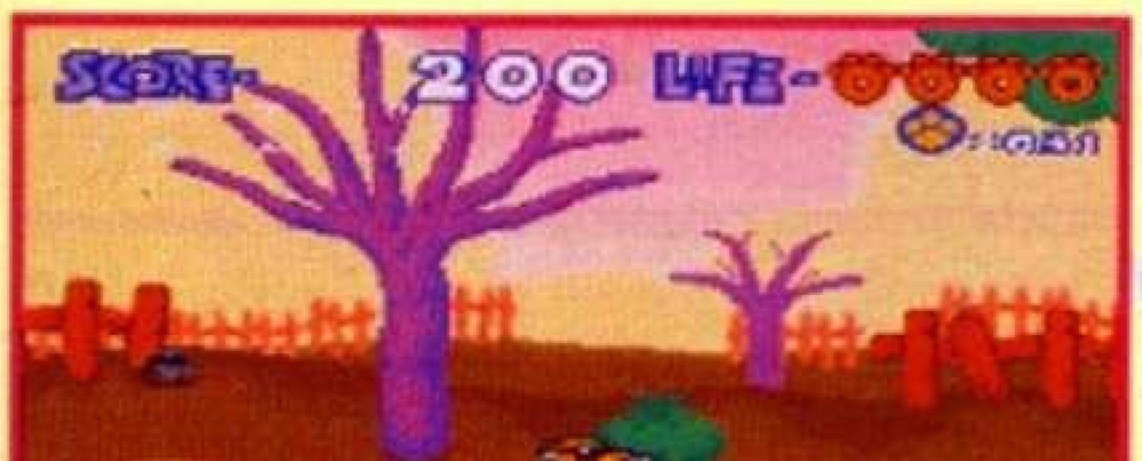
▲ "M...uh...unn...k..k.kee". Yes, well done Chester.

R CHEETAH

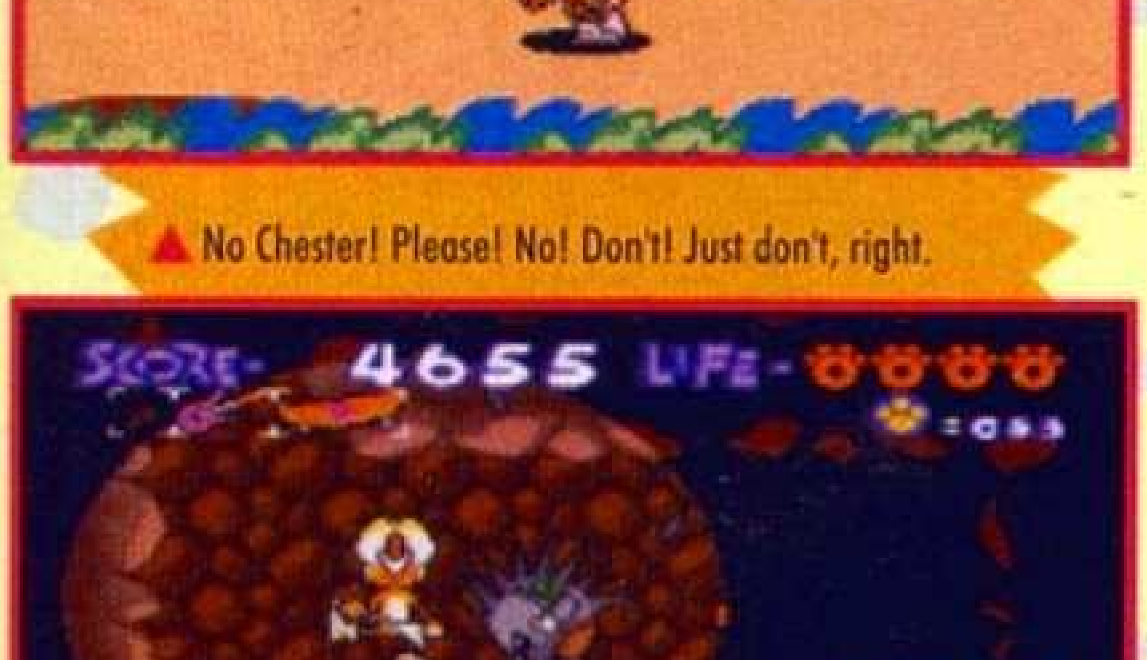
OL TO FOOL



▲ A paw's for fort. Chester keeps his little horde well guarded.



▲ No Chester! Please! No! Don't! Just don't, right.



DEATH METAL

To further his funky feline standings, Chester has devoted a little time while inside to practice playing the guitar. For some unknown reason, several guitars have been left lying around the Zoo and Chester wastes no time picking them up to show off his new-found talent. He rocks and he rolls much to the displeasure of the Zoo's inhabitants, killing anyone who dares touch him as he plays. Watch out for the guitar in Gator Alley, however, as it is located in a rather precarious position and causes Chester to dance himself to destruction.

COMMENT

ROB

What are we to expect next? Voyage beyond the Space Raiders? Shadow of the Ringo's? Monster Munch Madness?! Using a hip, Californian rhyming style, Chester Cheetah is allegedly 'To cool to fool' - despite the zoo keepers' desire to 'nail his tail without fail'. The latest in a seemingly endless stream of games with a Californian flavour, this one is symptomatic of the fact that the whole affair is wearing a bit thin. If you're looking for something new and original, I suggest you look elsewhere. Looking at the screen shots you'll notice that the colour and graphics are both of a standard you would expect of the Super NES. And yes, the cartoon style is a success, but there are plenty of titles around with similarly cute visuals. The animation (which the pictures naturally fail to convey), while not bad, certainly isn't good either. At times the characters shuffle around like cardboard cut outs, and although there are some nice touches to Chester he lacks real fluidity when he moves, climbs a rope or performs some other task. Similarly, the speed of the game is also stricken, and the game moves far too slowly. The programmers seem to have taken the West Coast ethic too far, with Chester strolling around so laid back you wonder if he's ever gonna get there. This lack of speed means that there is a lack of thrills, and it makes mistakes all the more irritating. Most people will find the charade is over quite quickly because there is no real challenge, making it a breeze for anyone familiar with such a game. My comments might make Chester Cheetah sound like a complete disaster, and it isn't. However, everything seen here has been seen before, and, in most cases, was a great deal better. A 'righteous kitty from the heart of hip city' he might be, but my advice is 'keep your money in the bank, cause this game is'—ooops! Looks like I've run out of space!

ROB

PAWS FOR FORT

What an untidy Zoo 'Four Corners' is! Here are three other items which the goodly cheetah recycles to good effect:

Cheetah Paw: The dangers in the Zoo are many, with countless marauding wild animals out to sap Chester's energy. The Cheetah Paws restores lost power.

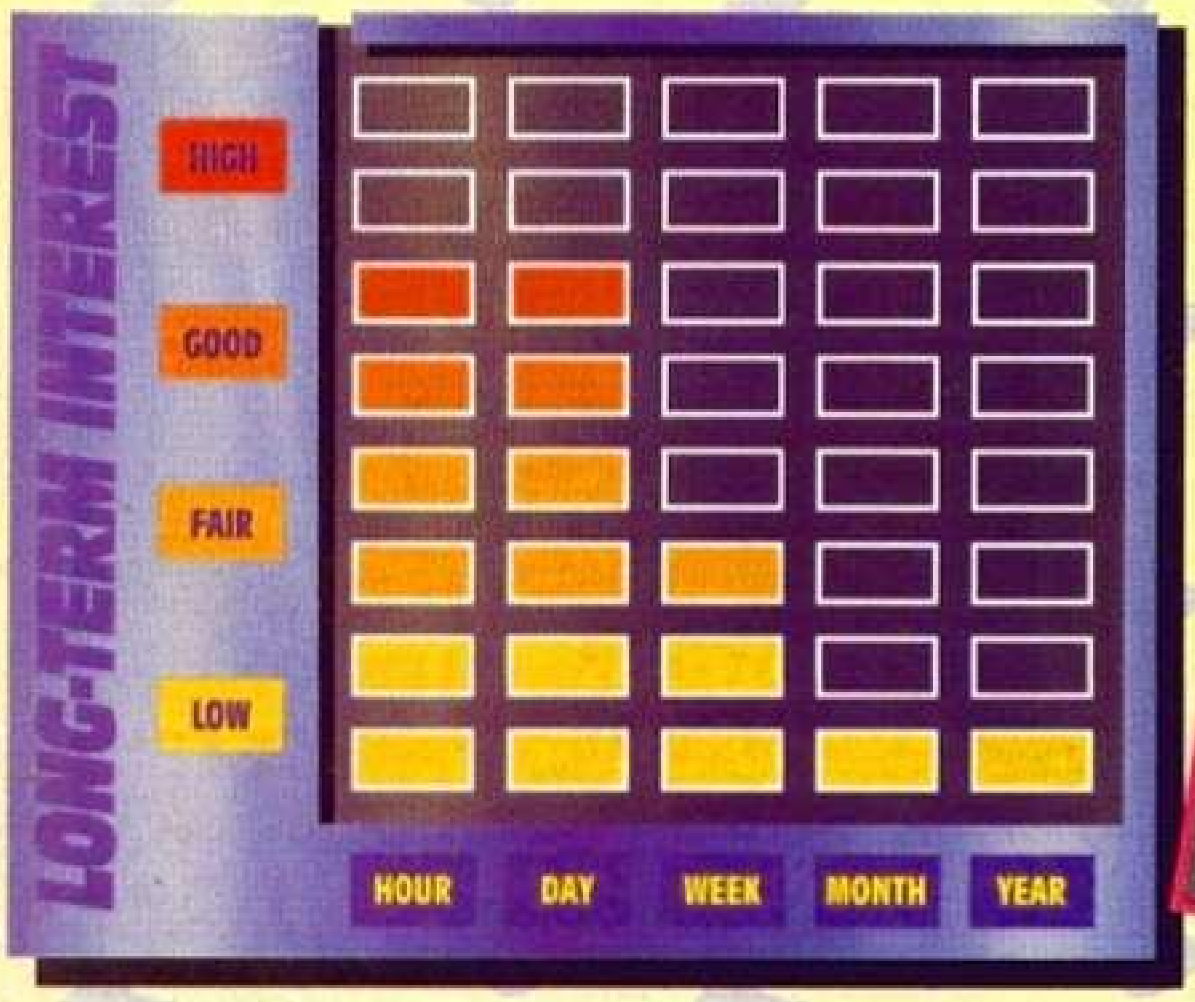
Sneakers: Invaluable to Chester if he is to escape. By wearing these sneakers, the wily wild one is given access to incredible speed powers.

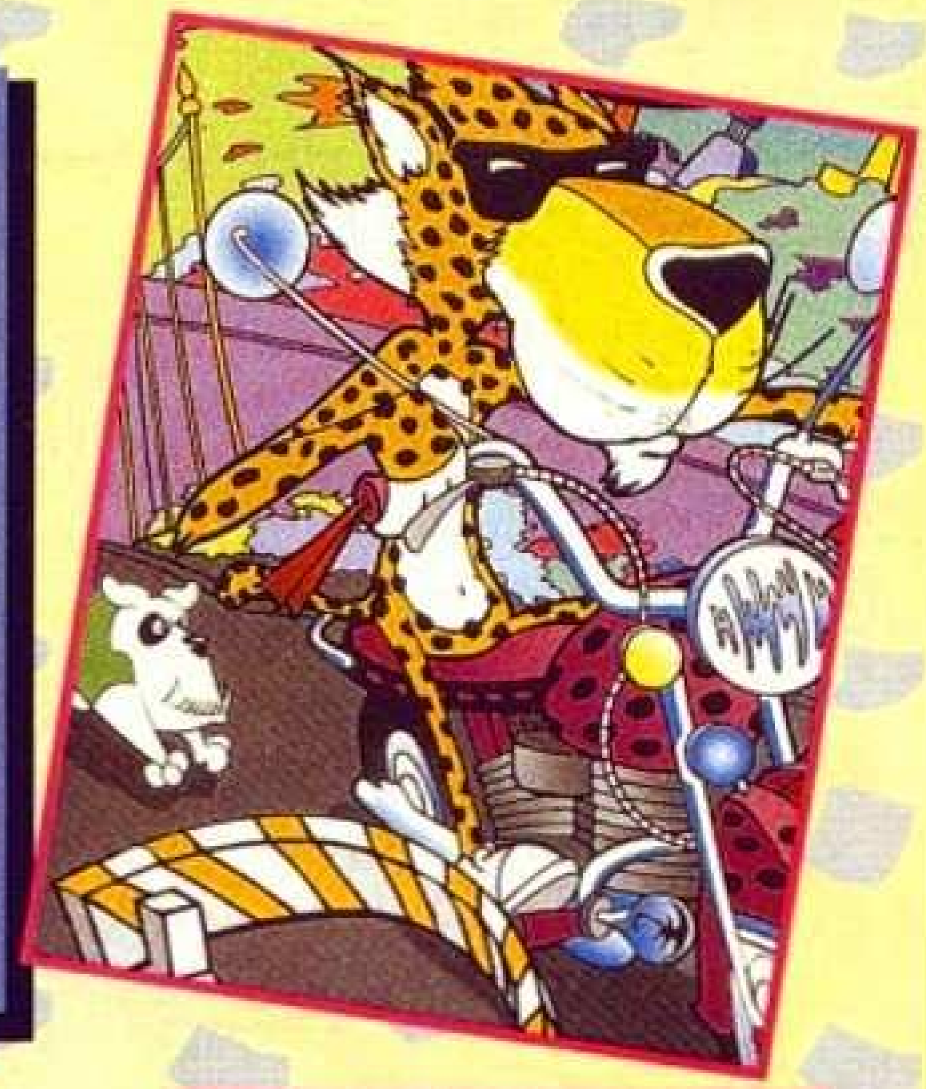
Skateboard: If found, the Skateboard rewards Chester with a special bonus screen at the end of the stage.

COMMENT

PAUL

Although Chester is a cool cat, such hipness gives him no excuse to shuffle about in such an arthritic fashion. First impressions of a game as polished as this are bound to be favourable, but the many shortcomings become blindingly obvious in a short space of time - so blinding that even Chester's shades cannot save him. Despite the vibrant colours and humorous sprites swanning about to quality tunes and effects, Chester's game suffers terribly because it isn't fun to play. Chester's guitar playing antics may raise a few laughs at first but they are more of a hindrance than a help. Basically the whole game, as Rob suggests, blags far too much from other successful platform games and offers absolutely nothing new to save its face. Once again, it should be pointed out that there are already a huge selection of quality platformers out there for Super NES owners to choose from and this isn't one of them.





▲ You lookin' at me?

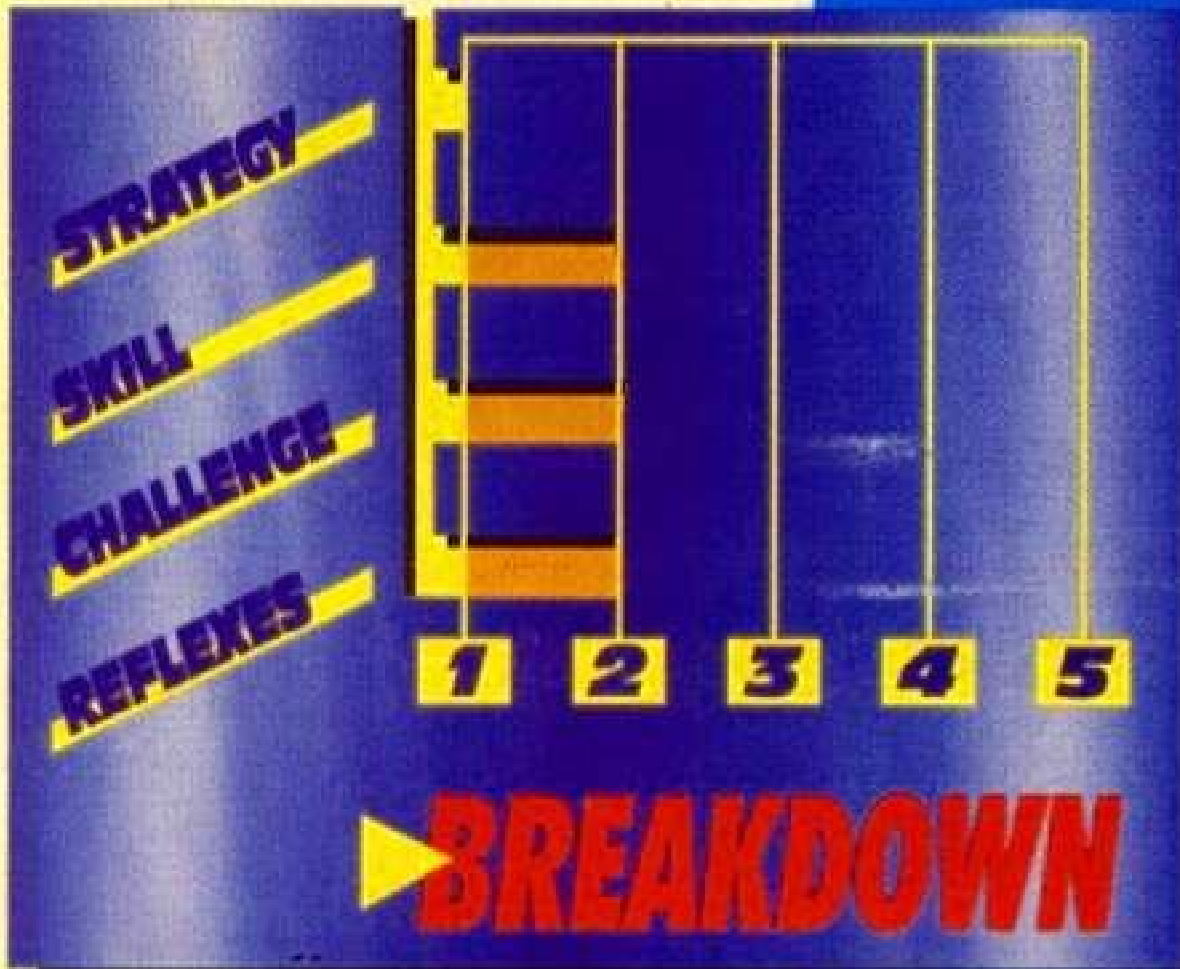
▲ Can't see a thing!

▲ Wheels don't fail me now

HIDE BEHIND MY GLASSES

The essential accessory for all potential cool dudes is a pair of shades. Chester has a more practical use than most for these visionary fashion statements, though. Because, on wearing them, Chester's specs reveal previously invisible goodies just ripe for the taking - until the shades' magical powers start to wane, that is.

RATINGS



PRESENTATION

▲ A humorous title screen introduces Chester as he unveils the game's options.
▼ The storyboard intermission screens are boring.

86

GRAPHICS

▲ Very striking. Colourful sprites with a great deal of attention given to the animation of Chester, producing some entertaining results.
▼ At times there is a distinct lack of action and the game soon gets dull

90

SOUND

▲ It's funky Caribbean tune time, folks! Such merriment is mixed with some entertaining effects.
▼ Some of us are getting sick to death of those funky/Caribbean tunes! NO MORE!!

84

PLAYABILITY

▲ Chester functions quite well as an uninspiring, Mario-influenced hero.
▼ However, he is doesn't quite respond the way he should, resulting in frustration.

72

LASTABILITY

▼ Play it through once, then consign it to the back of the cupboard. It doesn't take long to complete, either.

65

OVERALL

A dull character in a dull environment. Beneath the colourful and gaudy presentation is an extremely slow and monotonous game.

69

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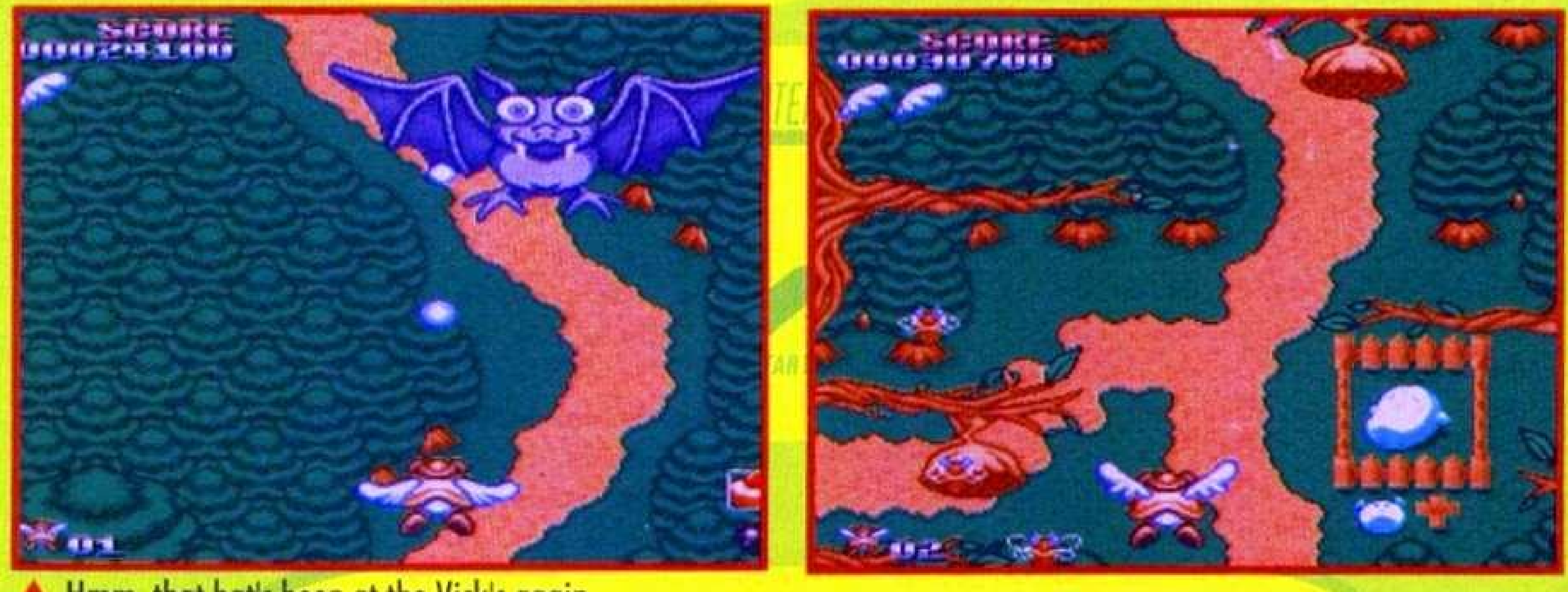
SUPER NES ROUND-UP

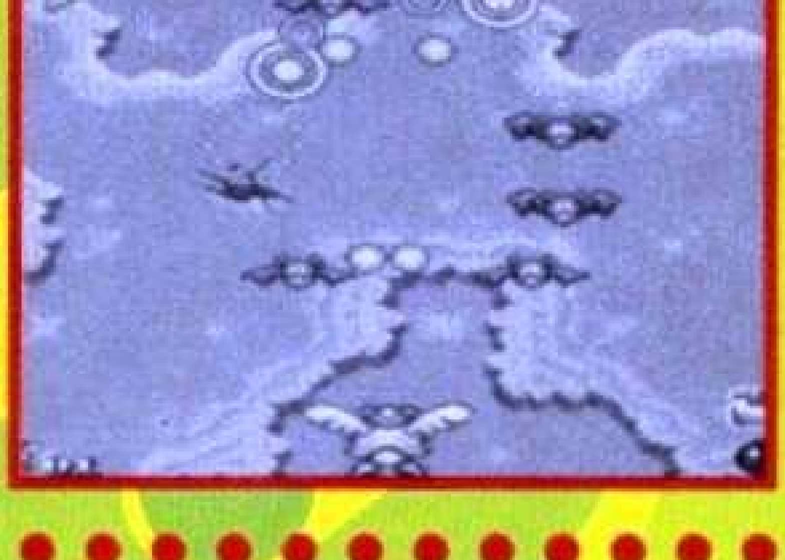
FLYING HERO
BY:SOFEL
PRICE:£TBA

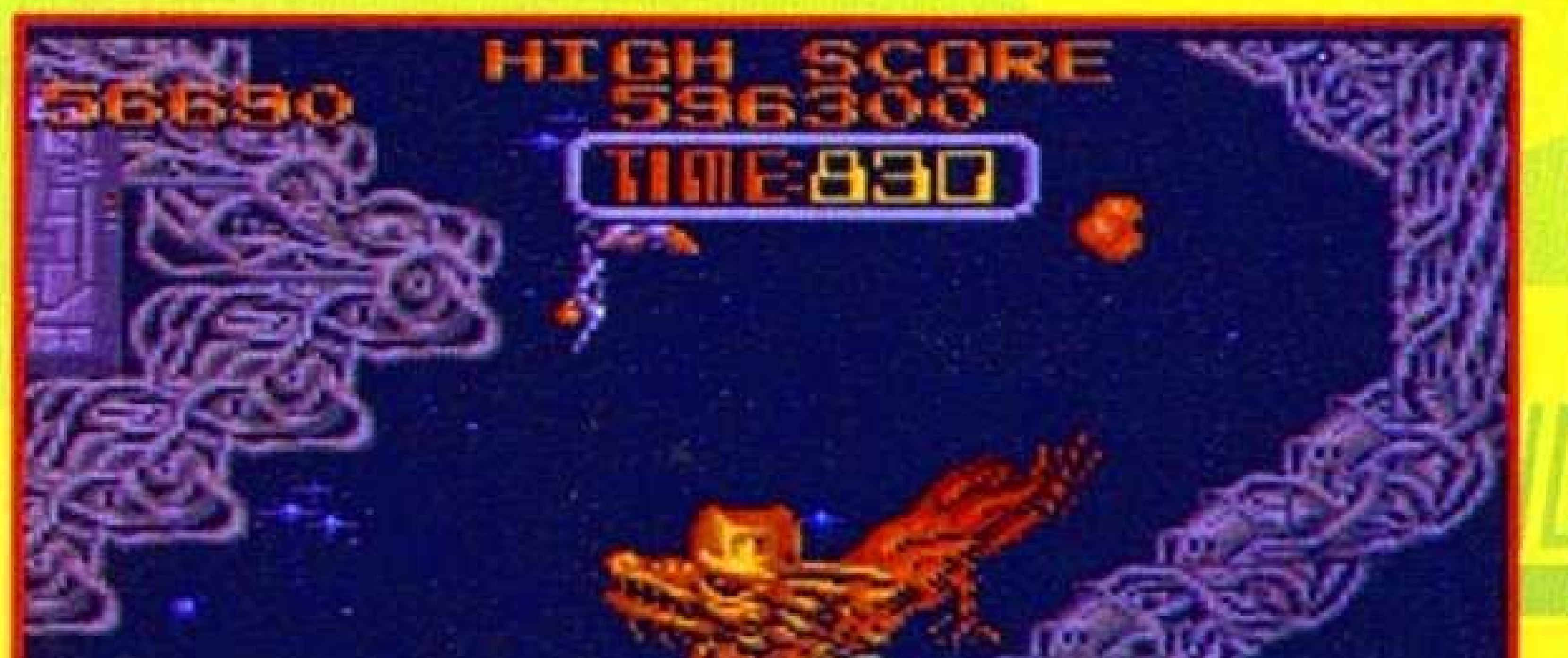
Mentioned in last issue's news pages, the everyday story of a flying tennis ball against an evil army of flying monkeys and assorted wildlife has arrived - and it's very average indeed. Controlling the winged spheroid - the Flying Hero of the title - the player pits their wits against an evil Fairy who has cast a spell on the forest's normally placid residents, recruiting them to aid her attempt at world domination. With a cluster of smart bombs and a number of other weapons to collect along the way, the ball simply flies up the vertically-scrolling screen with the nasties appearing from all sides and armed to the teeth. With the exception of the odd scenario and sprites, Flying Hero is about as original as a remake of Casablanca. Graphically its twee, but although there's the odd neat Mode 7 effect, there's nothing to make you gasping in admiration. In fact, the word average sums up every aspect of Flying Hero: its presentation, its sound, and its playability. If familiarity breeds contempt, after prolonged play Flying Hero could be as popular as Gary Harrod at a Mr Universe competition.



▲ Hmm, that bat's been at the Vick's again.

PRESENTATION 57%
GRAPHICS 69%
SOUND 59%
PLAYABILITY 73%
LASTABILITY 41%
OVERALL 64%





▲ Dragon World! Fun for all the family! Water slides and fun rides!

SYVALION
BY:JVC
PRICE:£44.95

Although JVC claim that Syvalion is a coin-op conversion, all I can say is that I am glad that I never had the misfortune of stuffing a few ten pences into it! Reminiscent of the Saint Dragon and Dragon Breed arcade games, Syvalion puts the player in control of a snake-like spaceship. Using the craft's lasers, the aim of the game is to blast a path through a series of levels within a time-limit.
Apparently, as the player winds their weary past a series of hard to hit nasties and dull bosses, Syvalion offers a number of scenarios which constantly change the path of the ship's travels through the labyrinthian base. If only that were so. Although the dragon is responsive to control, there is no variety in the action and, consequently, the desire to explore the game's later levels disappears quicker than the Syvalion ship's energy supply in a tight, alien-filled corridor. Indeed, as the third or fourth guardian is reached, the game seems to Dragon and on and on, and the compulsion to play this tired and repetitive effort will have long since disappeared. A very weak shoot 'em up and a massive let-down after JVC's brilliant Super Star Wars.

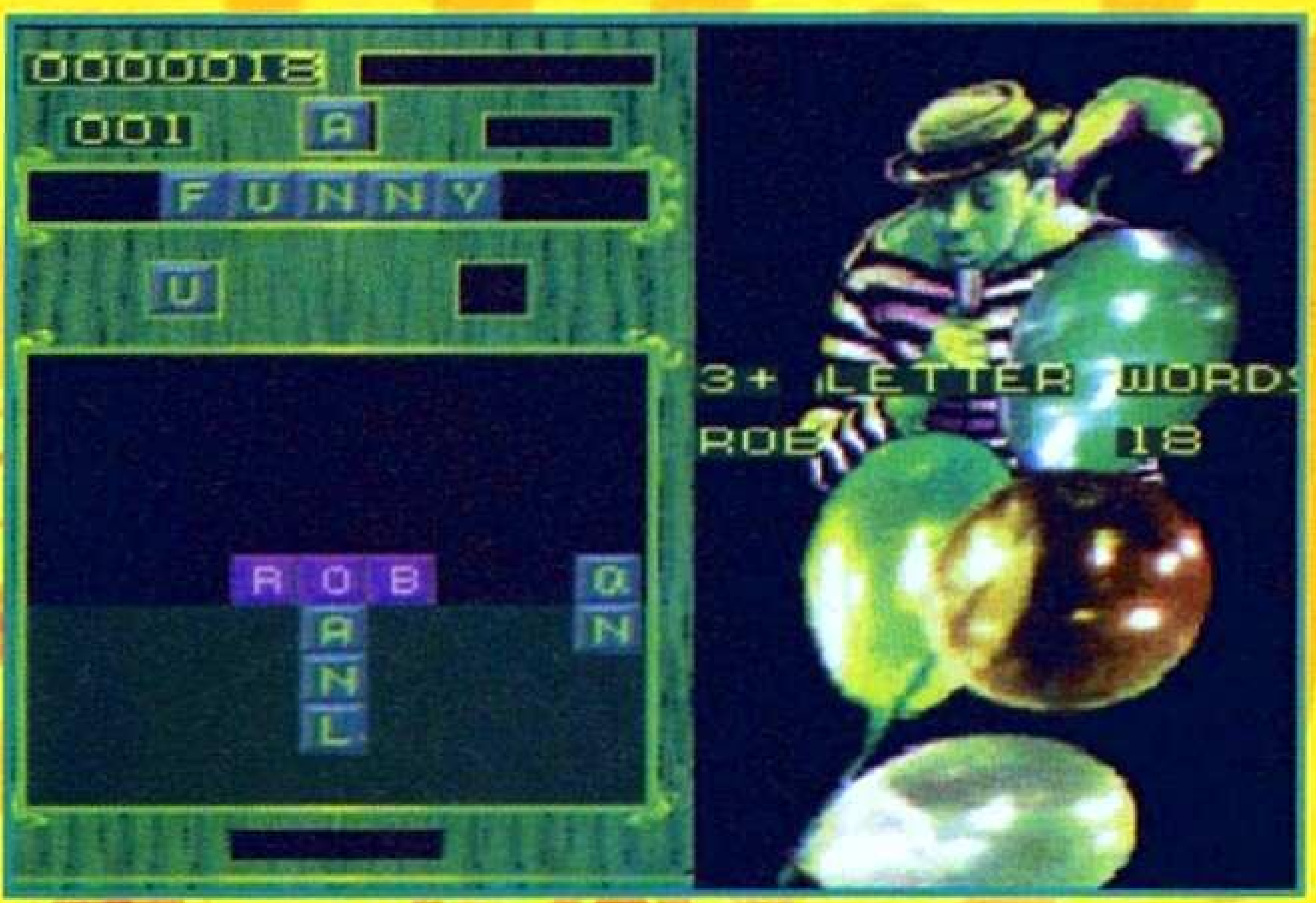
PRESENTATION 63%
GRAPHICS 48%
SOUND 43%
PLAYABILITY 55%
LASTABILITY 34%
OVERALL 41%

WORDTRIS
BY:SPECTRUM HOLOBYTE
PRICE:TBA

I don't know about you, but to the NMS crew a word-associated game is only worth playing if it allows the player to use rude and offensive words to score points. Well, that theory has now gone out of the window as Spectrum Holobyte finally get round to releasing Wordtris in the UK. Imagine the usual empty Tetris-style collection screen, only with a line running across the screen, dividing it into two halves. Then, from the top of the screen, lettered blocks appear one at a time and, steered by the player, are left to sit on this dividing line. By moving the letters so they combine to make three-letter or more words along a vertical or horizontal axis, the player is rewarded with points galore. In addition, shown at the top of the screen is a five or six-letter word, and successfully copying this rewards the player with an even larger bonus.

In addition to the stream of letters which drop into play, bombs, bottles of acid and dynamite also falls into play, and are used to take out any unwanted letters to a varying degree of effectiveness. For what seems initially as a very dull idea, Wordtris in fact proves extremely playable. Like Tetris, the urge to improve your score is always there, as is the challenge of seeing just how many words the Super NES understands! My main criticism of Wordtris, though, is it can't really warrant Spectrum Holobyte expecting people to pay forty quid for it plus the fact that I also got big points for the word "melps" - !?. With Mario Kart selling for the same price, the most I'd pay is thirty. Still, parents should love it, so see if they'll buy it for you!

PRESENTATION 60%
GRAPHICS 58%
SOUND 73%
PLAYABILITY 85%
LASTABILITY 83%
OVERALL 79%



▲ "Hmm, I only need a B for fkjhgbkjhgd" thought Tom.

FUNNY
3+ LETTER WORD
JAG
AGE
GET
MUG
GAB

SINGLE PLAYER HIGH SCORES

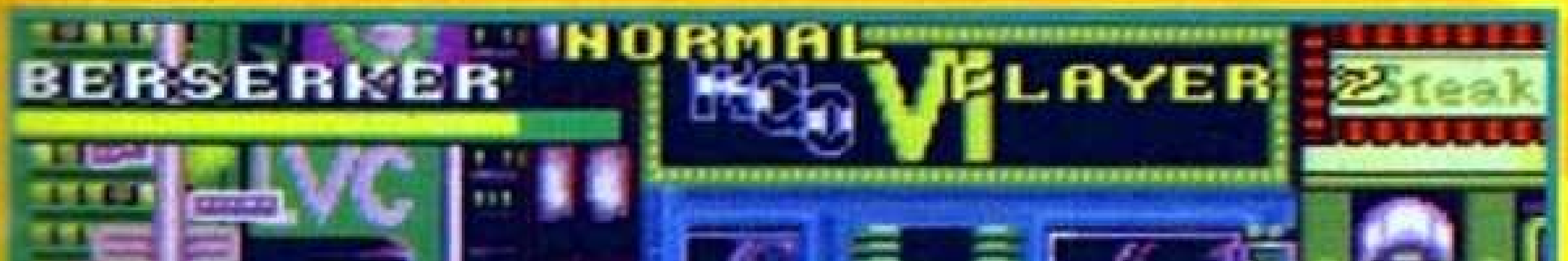
	PLAYER	LEVEL	WORDS	SCORE
1	A	8	9	210
2				
3				
4				
5				
6				
7				
8				
9				
10				

PLEASE ENTER YOUR NAME

THE COMBATRIBES
BY:TECHNOS
PRICE:TBA

Yawn. Here we go again as once more we are invited to don a 70s-style sleeveless denim jacket and matching trousers, before engaging in a variety of scrapes against a series of punks and assorted street trash. Granted, Combatribes' baddies are different from the usual Double Dragon hoodlums - for instance, killer clowns and rollerskating rave-boys are thrown at the player - but even these cannot help this tedious drivel escape from the realms of impending obscurity. One or two players are able to join in the so-called 'fun', and a secondary one-on-one beat 'em up has also been included to liven up the action and add slightly more value for money. Compared to, say, Final Fight and even a weaker title like Sonic Blastman, Combatribes favours badly. The moves are sluggish and it never really feels as if you are in full control of your chosen character. In addition, the levels are ridiculously short with the obligatory bosses making an appearance as soon as ten or more minions have been seen off. In short, Combatribes is a badly executed beat 'em up offering absolutely no enjoyment and is consequently best left for people with long barge poles.

PRESENTATION 63%
GRAPHICS 61%
SOUND 63%
PLAYABILITY 45%
LASTABILITY 33%
OVERALL 46%



▲ Whee! Ooh, me next, mister! Oh, I think I'm going to be sick!

THE COMBATRIBES
PUSH START
©1992 TECHNOS JAPAN CORP

SCORE 007500
Lives
P.Pwr
A.Pwr

SCORE 007500
Lives
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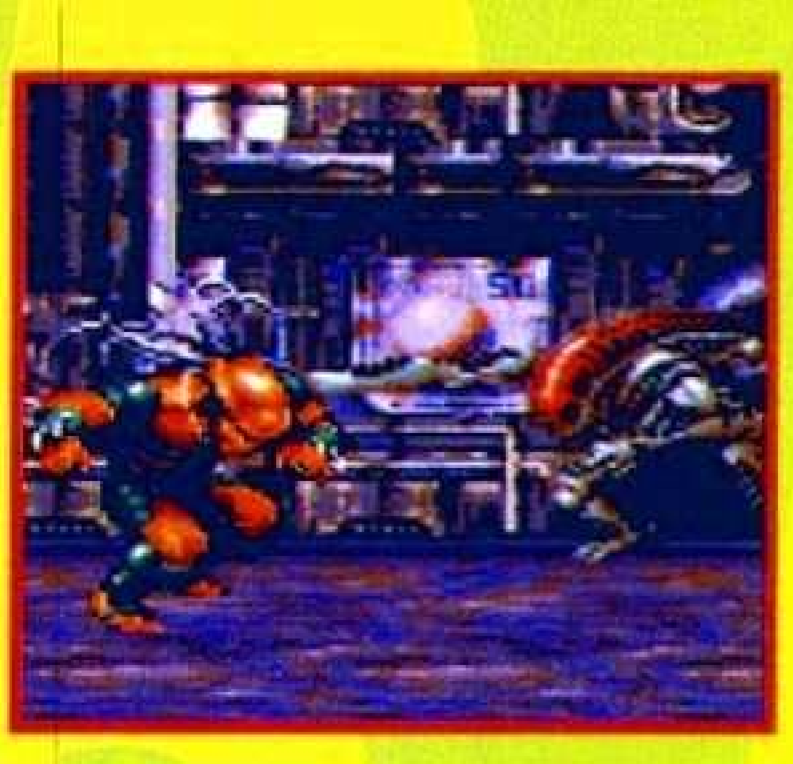
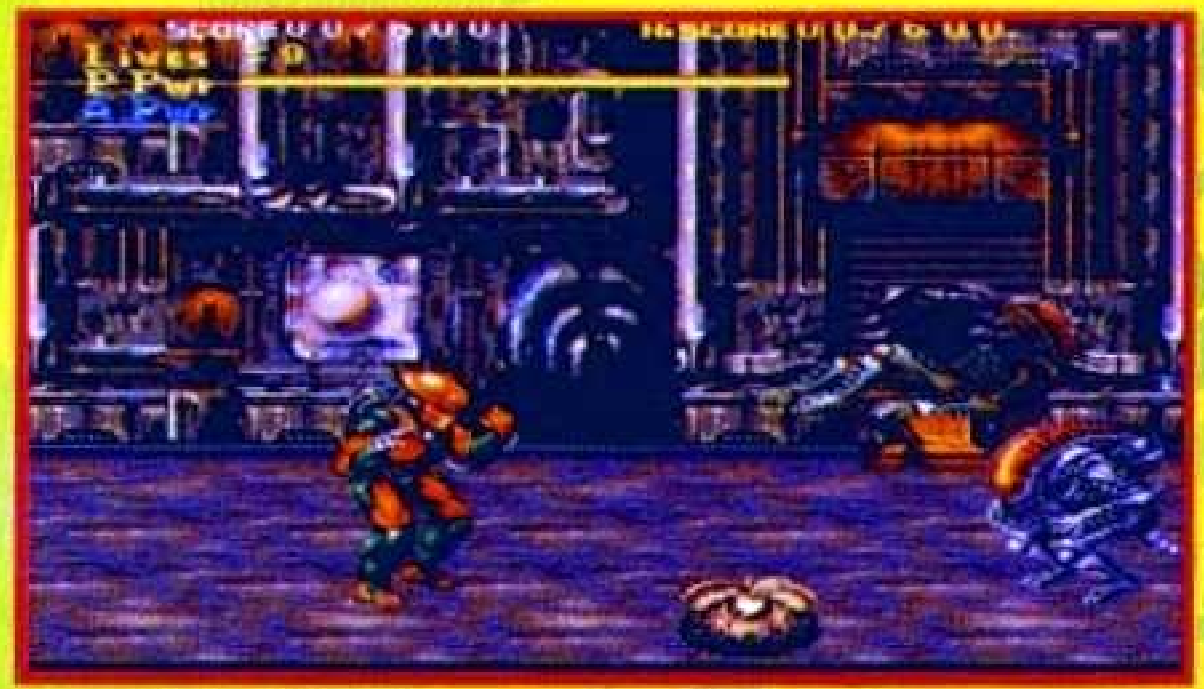
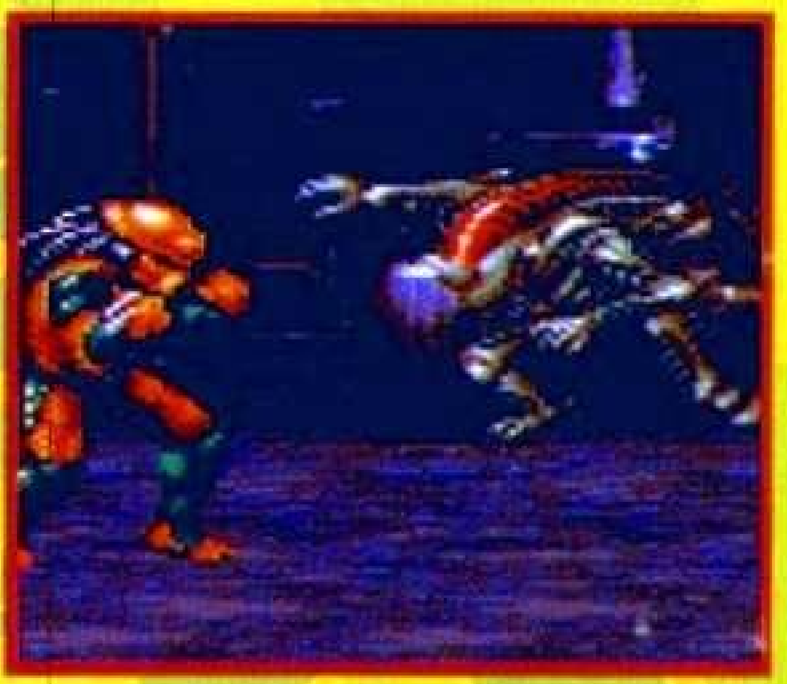
SUPER NES ROUND-UP



▲ Eek! Eek! It's a mousie! Eeuurgh! I want my mummy! Help!

ALIENS VS PREDATOR BY:IGS PRICE:TBA





Quite easily two of the cinema's greatest ever creature creations, the acid-blooded Aliens prepare to do battle with the heavily-armed chameleonesque Predators on the Super NES. However, any ideas of a potentially brilliant game featuring loads of acid blood flying all over the shop as the invisible Predator blasts the Aliens and Facehuggers is best forgotten because IGS have created what is surely the greatest waste of a licence ever.

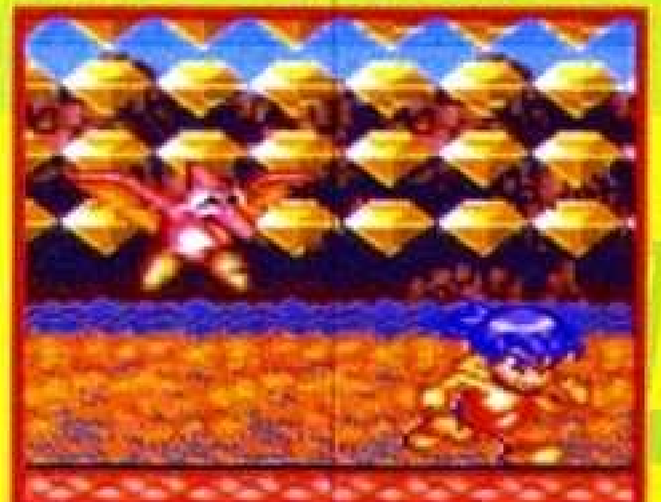
Donning the dreadlocks and body armour of the Predator, the player is charged with guiding the intergalactic hunter through a series of scrolling stages, taking on the piston-jawed Aliens as they appear - yes, it's another beat 'em up! Set on a distant mining planet, the Predator has stumbled across a huge Alien-infested base - just ripe for a hunting expedition. However, unusual for such a technologically-advanced creature, the Predator starts the hunt unarmed with assorted lasers and invisibility shields left scattered throughout the base. As we wanders through the bland levels, the Aliens attack in groups of two from either side of the screen. Unfortunately, and bearing in mind the beat 'em up stance the programmers have opted for, control over the Predator is limited to a small number of offensive moves, none of which are particularly impressive or original. As a result, the action never really gets off the ground and boredom soon sets in as one grey metallic cell is followed by another.

It's criminal to see such a licence go to waste. When you consider the quality of the films these extra terrestrials came from. It's appalling that so little thought has gone into the game's design. Graphically, everything is tickety-boo, but that is the only aspect of the cart worth recommending. Even massive fans of the films are going to be disgusted by this, and the people responsible should be hunted down and left in a room full of Facehugger eggs as a punishment.

PRESENTATION 61%
GRAPHICS 81%
SOUND 66%
PLAYABILITY 40%
LASTABILITY 34%
OVERALL 49%

• • • • • • • • • • • • • • • • • • • •

CONGO'S CAPER BY: PRICE:TBA



NORMAL
BLITZ
GAME OVER
CREDIT 00

◀ Soon, Tom Guise out of Megatech was to curse his lack of observation.

If this isn't a tribute to Elite's Joe And Mac, I'll eat my dandruff! Starring a very Joe-like Neanderthal sprite, Congo's Caper is a veritable grab-bag of clubbing and jumping action, as the titular Congo makes his way through a series of scrolling stages. Armed with a club and his incredible jumping prowess, the basic aim of the game is to avoid harm at the hands of scaly feet of the numerous cavemen and dinosaurs whilst simultaneously scavenging as many gems and goodies as possible on your way to the level's exit.

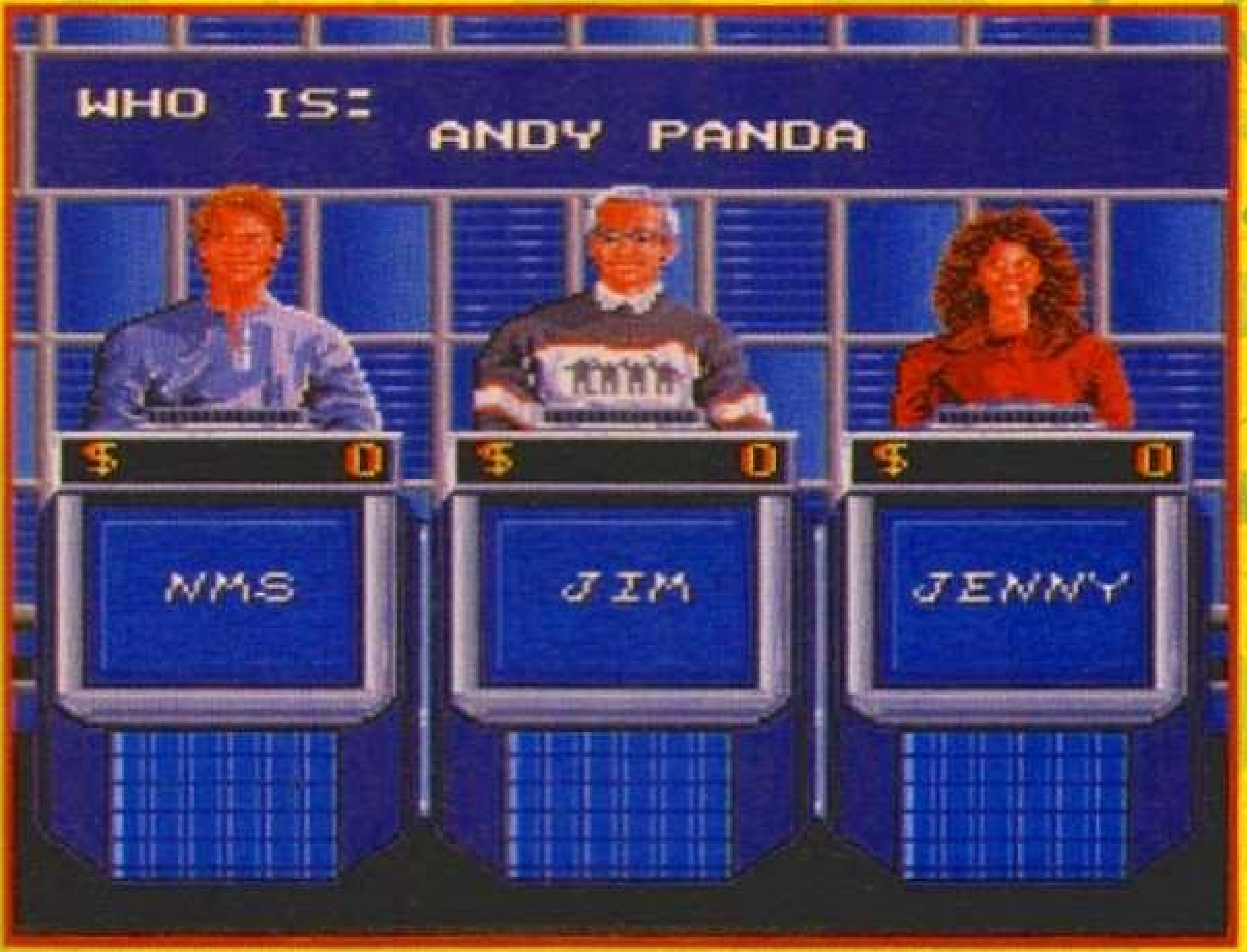
The greatest problem with Caveman Ninja was that the action was too limited, but Congo easily swerves any such problem. As our hero wends his way across the numerous landscapes, dozens of different ideas are gradually added to the gameplay - for instance, special snakes wind a path across huge chasms, allowing Congo to climb across their backs to get across. In addition, the first major boss is a large dinosaur, but before Congo tackles it he has to escape its clutches by pegging it through a series of caves and tunnels. In terms of graphics and sound, Congo's Caper hardly breaks any new ground and, despite the aforementioned additions to the platform theme, it's still far from a classic. Even so, though, Congo offers a few hours' fun, but don't expect any long-term lasting appeal.

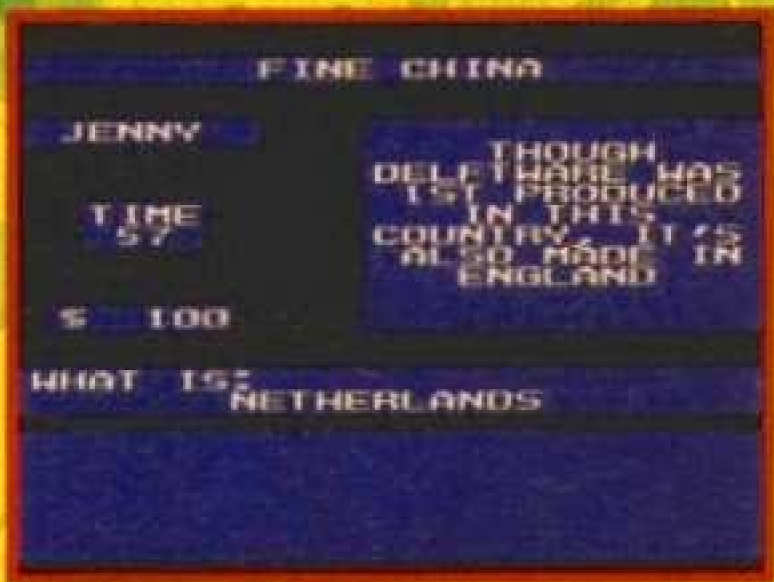
PRESENTATION 74%
GRAPHICS 82%
SOUND 73%
PLAYABILITY 73%
LASTABILITY 79%
OVERALL 75%

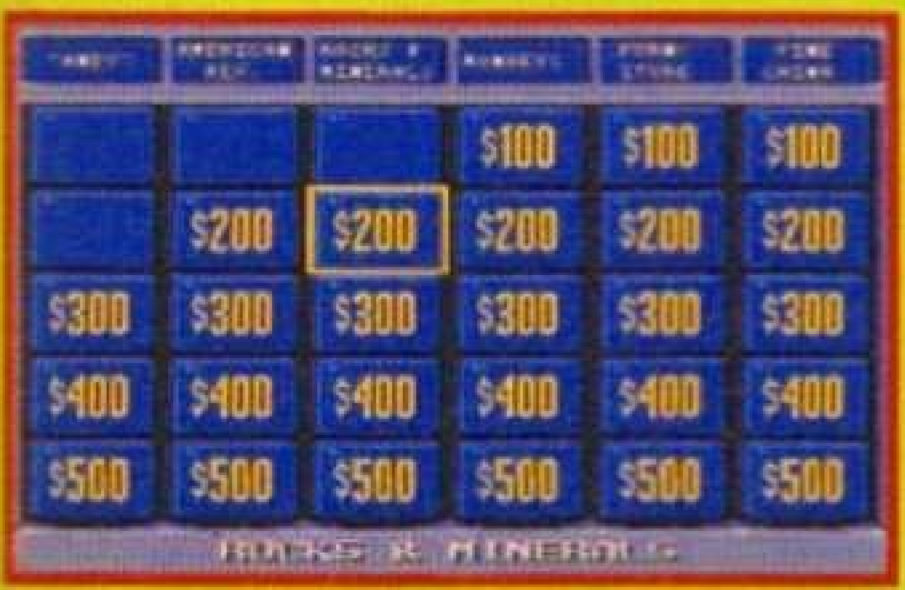
JEOPARDY
BY:GAMETEK
PRICE:TBA

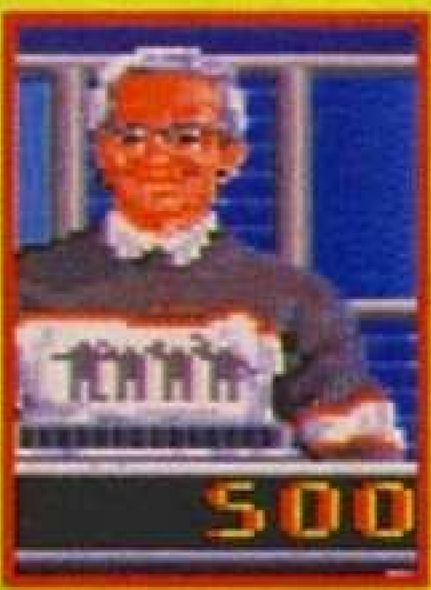
For those of you whose happy lives mean they never encounter the banalities of daytime TV, Jeopardy is one of the many low-budget quiz shows you'll find on before Richard and Judy ease viewers towards lunch. That's right, having stayed tuned through Keynotes and Lucky Ladders, Jeopardy differs from those by giving the contestants the answers and expecting them to work out the questions - gosh, what innovation...
Gametek's version of Jeopardy is based on the US's larger cousin, and this Super NES game even features the show's host who has been digitised in all his glory. Basically, Jeopardy is played across a grid-like board, which is broken up into categories. Each of these is displayed in a line along the top of the grid, and is then divided into a further five boxes, which detail the value of each successfully-answered question. Played against two other players (either computer-controlled or mates - if you could find two mates who would play Jeopardy, that is), the basic aim of the game is to provide the questions to the answers given and eventually win more cash than your opponents. A cursor system is used to piece together your answers and whilst this is a serviceable enough system, the problem with jeopardy is that it is just so dull. The number of categories is also a little obscure, and I really cannot envisage too many people spending, say, forty-odd quid on this and going away happy. Avoid now, and thank me later...

PRESENTATION 67%
GRAPHICS 38%
SOUND 32%
PLAYABILITY 61%
LASTABILITY 40%
OVERALL 52%




FINE CHINA
JENNY
TIME 57
THOUGH DELFTWARE WAS 1ST PRODUCED IN THIS COUNTRY, IT'S ALSO MADE IN ENGLAND
$ 100
WHAT IS: NETHERLANDS



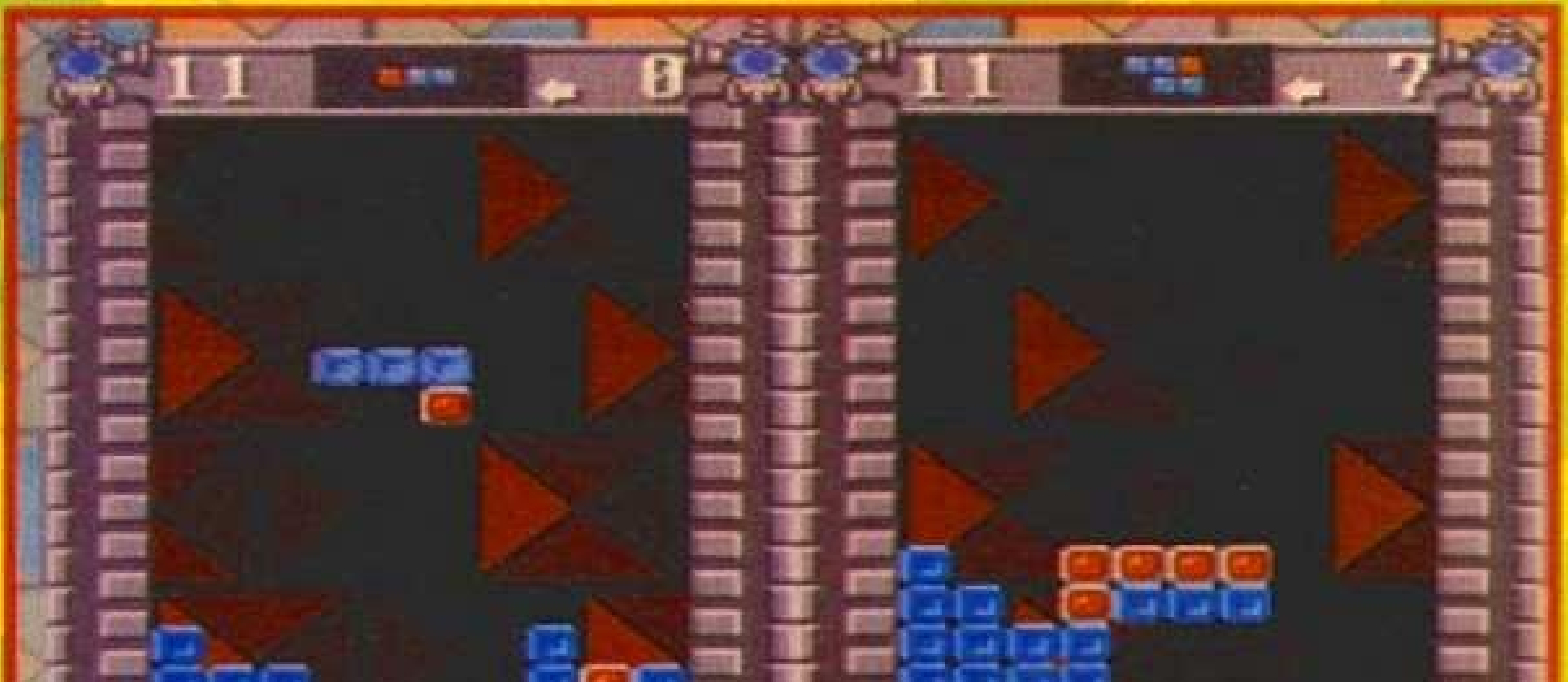


* * *

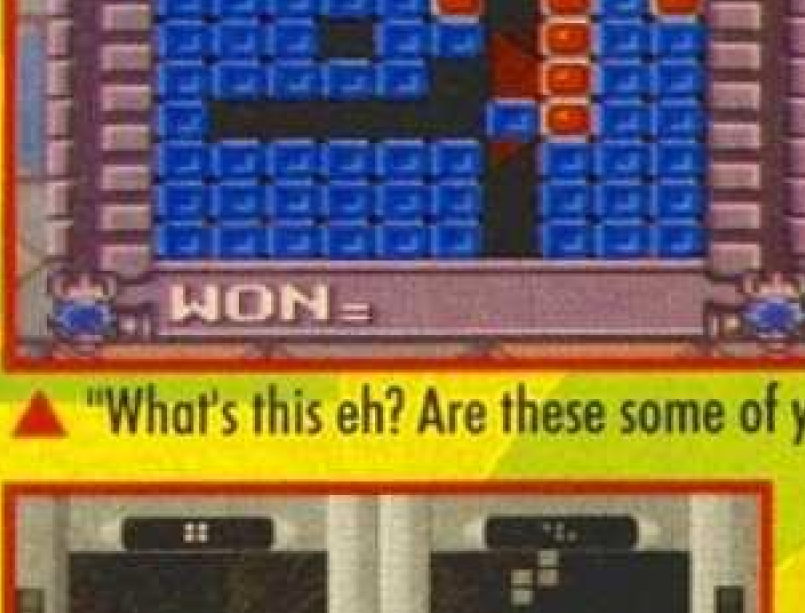
TETRIS 2
BY:BULLET PROOF
PRICE:TBA

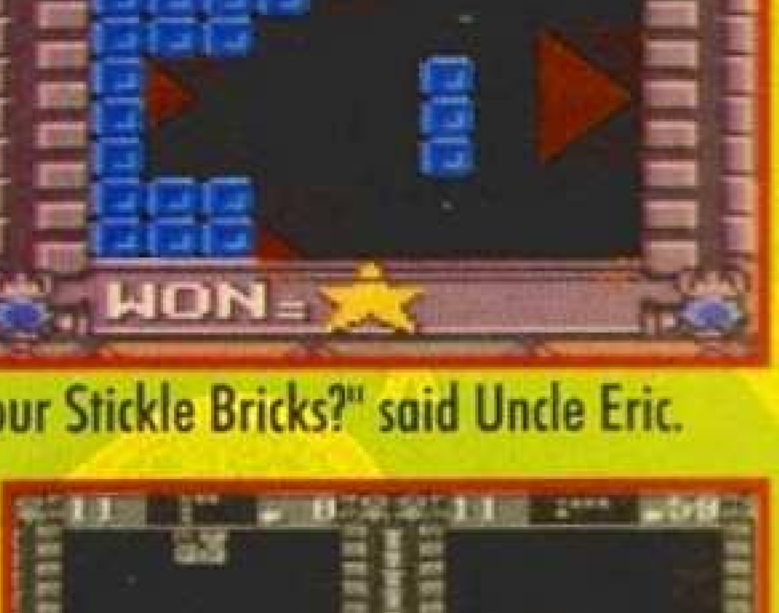
For moon dwellers yet to have met Tetris, it's a legendary computer game, classic in its simplicity and addictiveness. Versions of the game have been firm favourites on the Game Boy and NES, and Bullet Proof have wisely decided not to tamper with the format too much for their new Super NES conversion.
The basic action involves stacking coloured blocks in a neat pile at the bottom of the screen. Make an unbroken line of blocks and they disappear, prolonging the game, which ends when the pile reaches the ceiling. The single player option lets you do this on a series of pleasant backdrops, and offers lots of different difficulty levels. High scores for all the game variations are saved on a battery back-up. But it's the two-player game that really makes this cart - it turns Tetris into a combat sport! As lines disappear from one player's pile, they stack up the opponent's pile — propelling him to a quicker doom! The other variation is called Bombliss, where stacking red blocks produces massive explosions. Although it initially looks like a poor imitation, it soon reveals its own subtleties and requires a totally new strategy to master. Tetris 2 doesn't look brilliant, and sounds only average, but what can you do with Tetris after all? Suffice to say, it is one of the hottest games in the office at the moment, with the worst culprits spending literally hours at a time on it. EVERY Super NES owner would be a mug not to have a copy.

PRESENTATION 86%
GRAPHICS 50%
SOUND 57%
PLAYABILITY 90%
LASTABILITY 88%
OVERALL 91%



▲ "What's this eh? Are these some of your Stickle Bricks?" said Uncle Eric.





ADVANCE SCREENING

PREVIEW SYSTEM

From the fertile mind of Chris Gray - the brains behind the classic Boulderdash - springs Bob, EA's love-struck star of their new platformer. Whilst on an inter-galactic trip to see his beloved, Bob the alien has crash-landed more than three planets away from his date. Knowing that she isn't exactly famed for her tolerance, Bob realises that he must get to their rendezvous point before she goes, and thus his leaping and jumping quest across the game's forty-seven stages begins.

Via the joypad, Bob runs, jumps, and shoots his way through the assorted alien-infested stages. In addition, extra weaponry and bonus power-ups also line the route, and Bob also has three rather nifty trampolines at his disposal which allow him to traverse previously impassable chasms. Popping up regularly to act as fodder for Bob's assorted flamethrowers and three-way-firing lasers are an assortment of creatures, and these sap Bob's energy reserve whenever he comes into contact with them. Similarly, each level also plays host to a series of ingenious traps, and these too prove hazardous to the romeo's health - all of which are detailed using some rather smart animation.

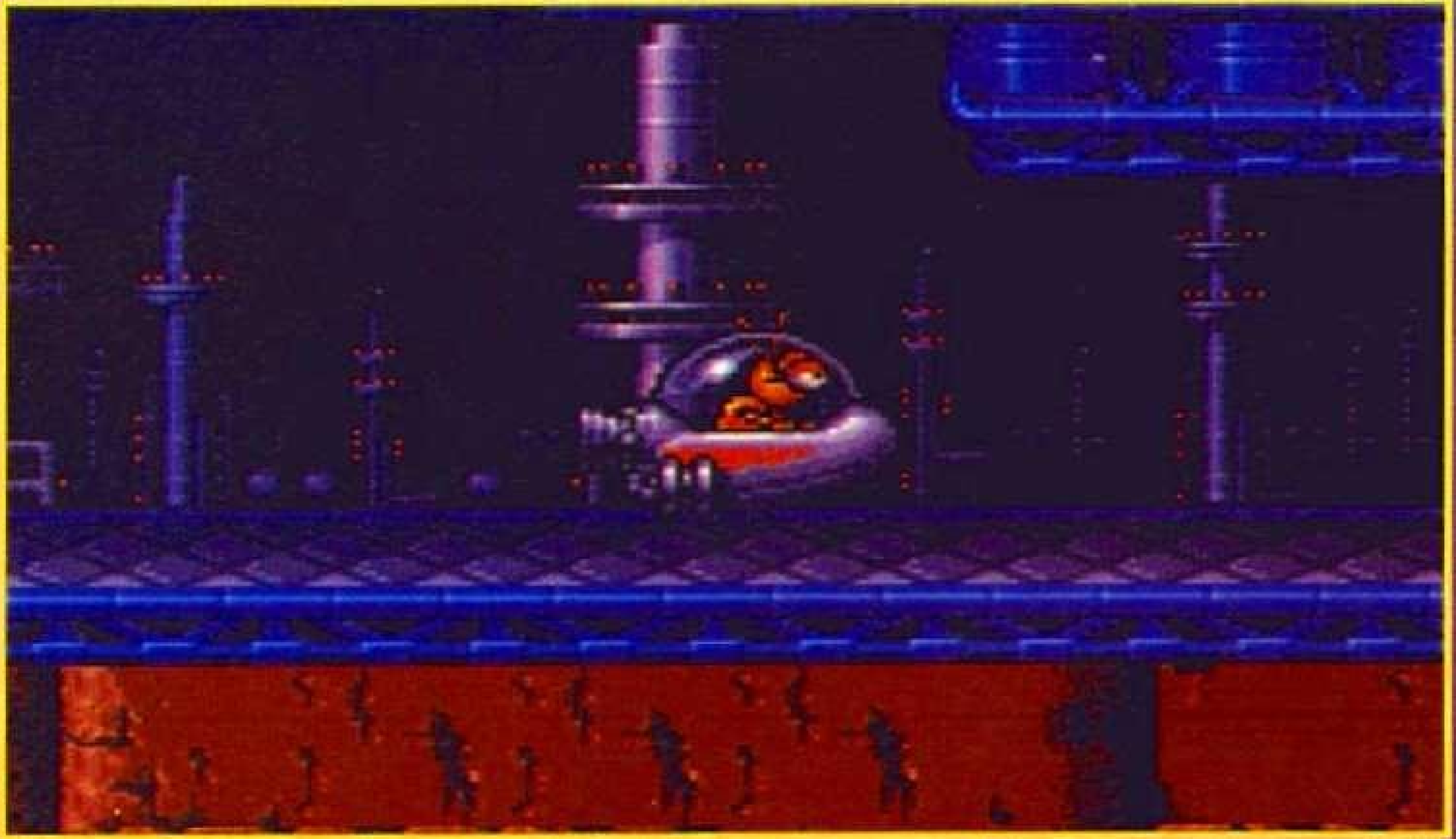
EA plan to release Bob sometime in March/April, so a review should follow within the next two issuesZ

▲ Mind the osmium bow arrangement, Marlon.

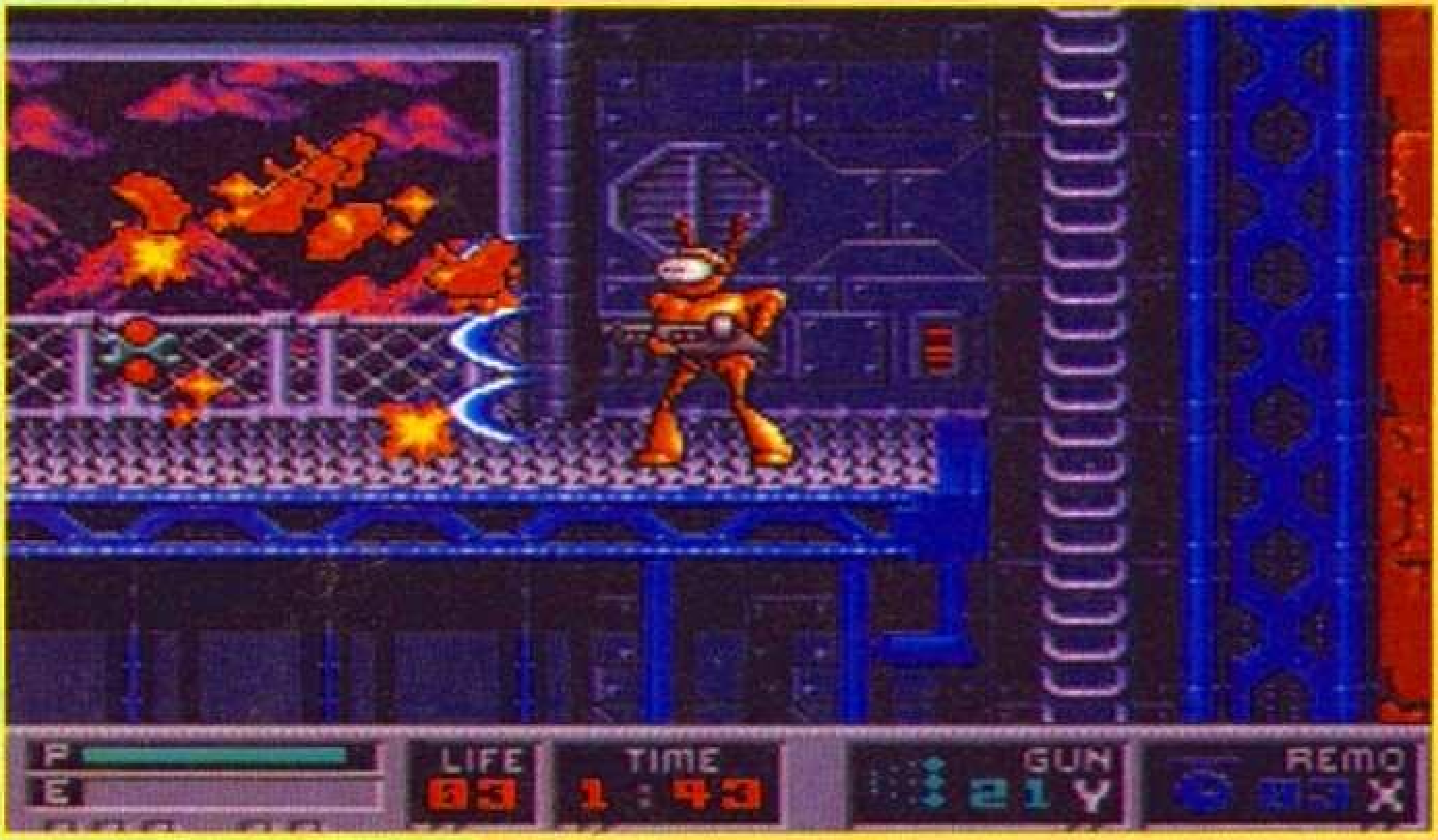
GAME FAX

The Adventures of
BOB

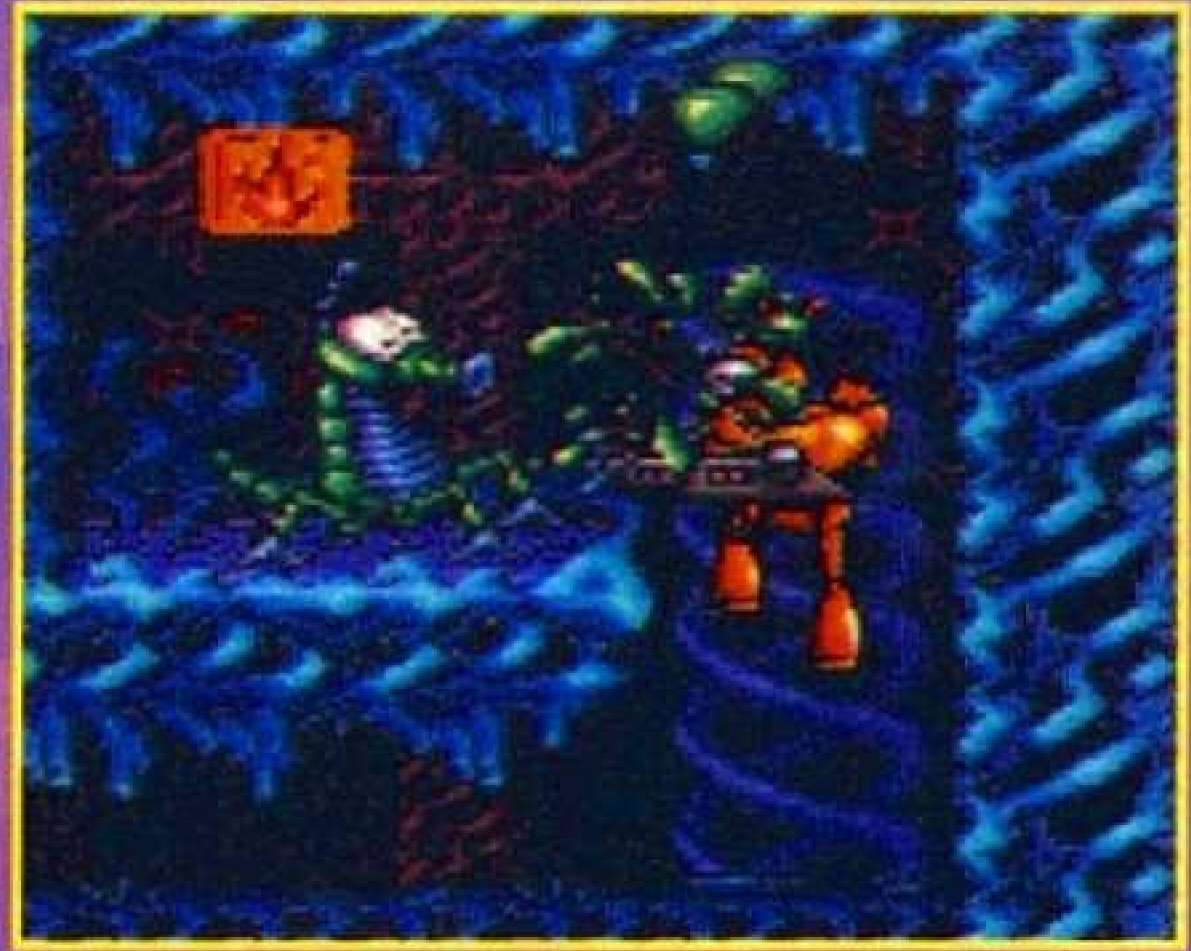
- **PRICE: TBA**
- **BY: EA**
- **PLAYERS: 1**
- **MEGS: 4**



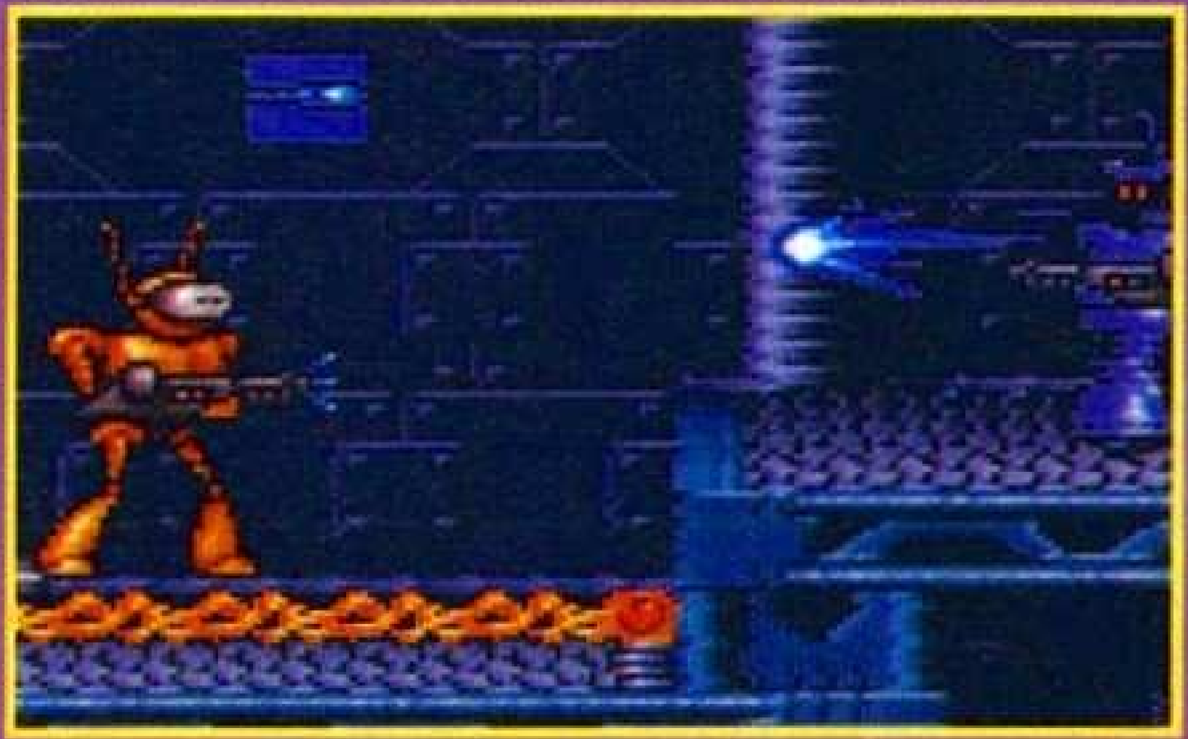
▲ Bob regretted trading in his C5 for the new Messerschmidt bubble car. Curse the lack of reverse gears!



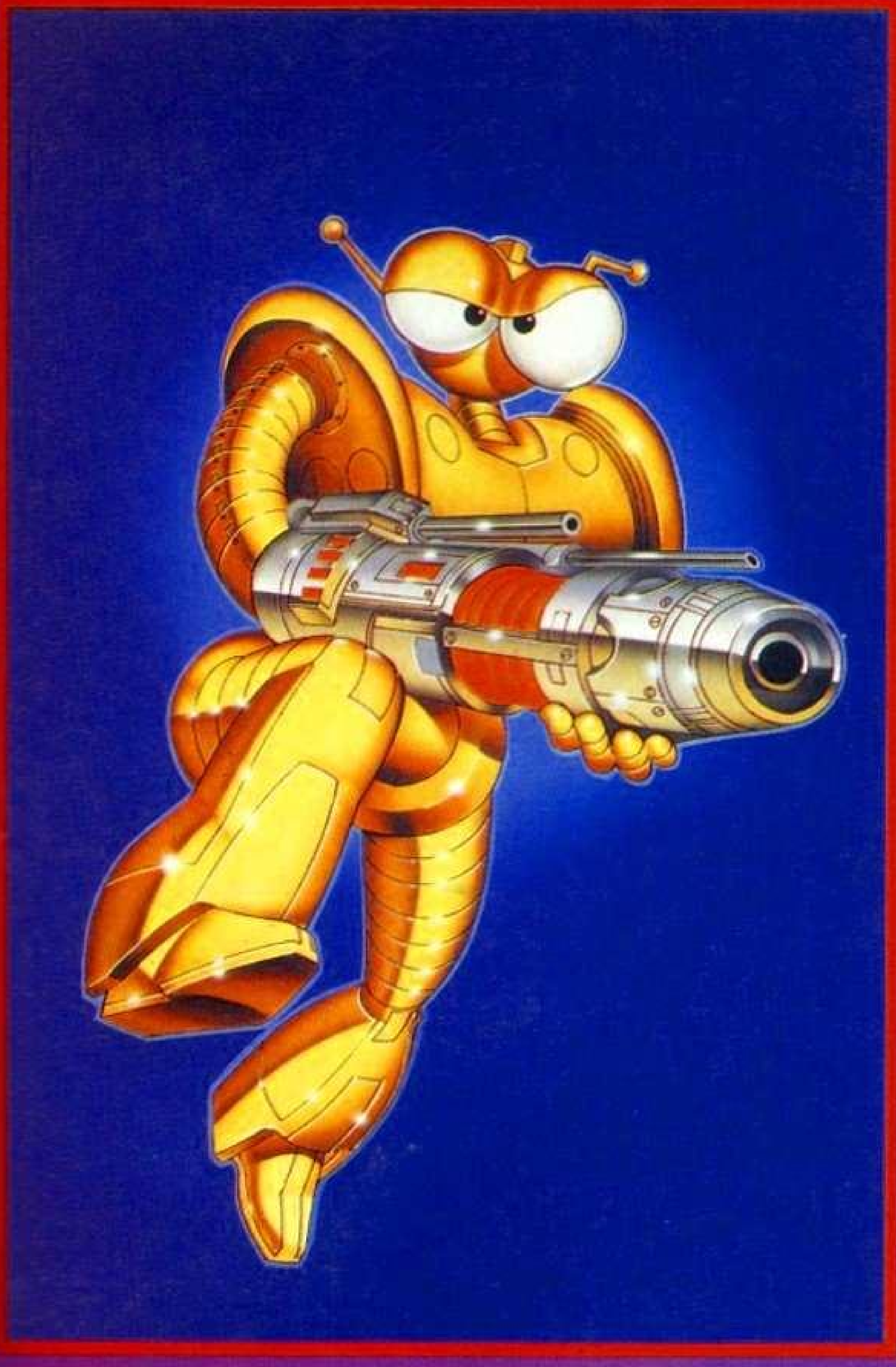
OB

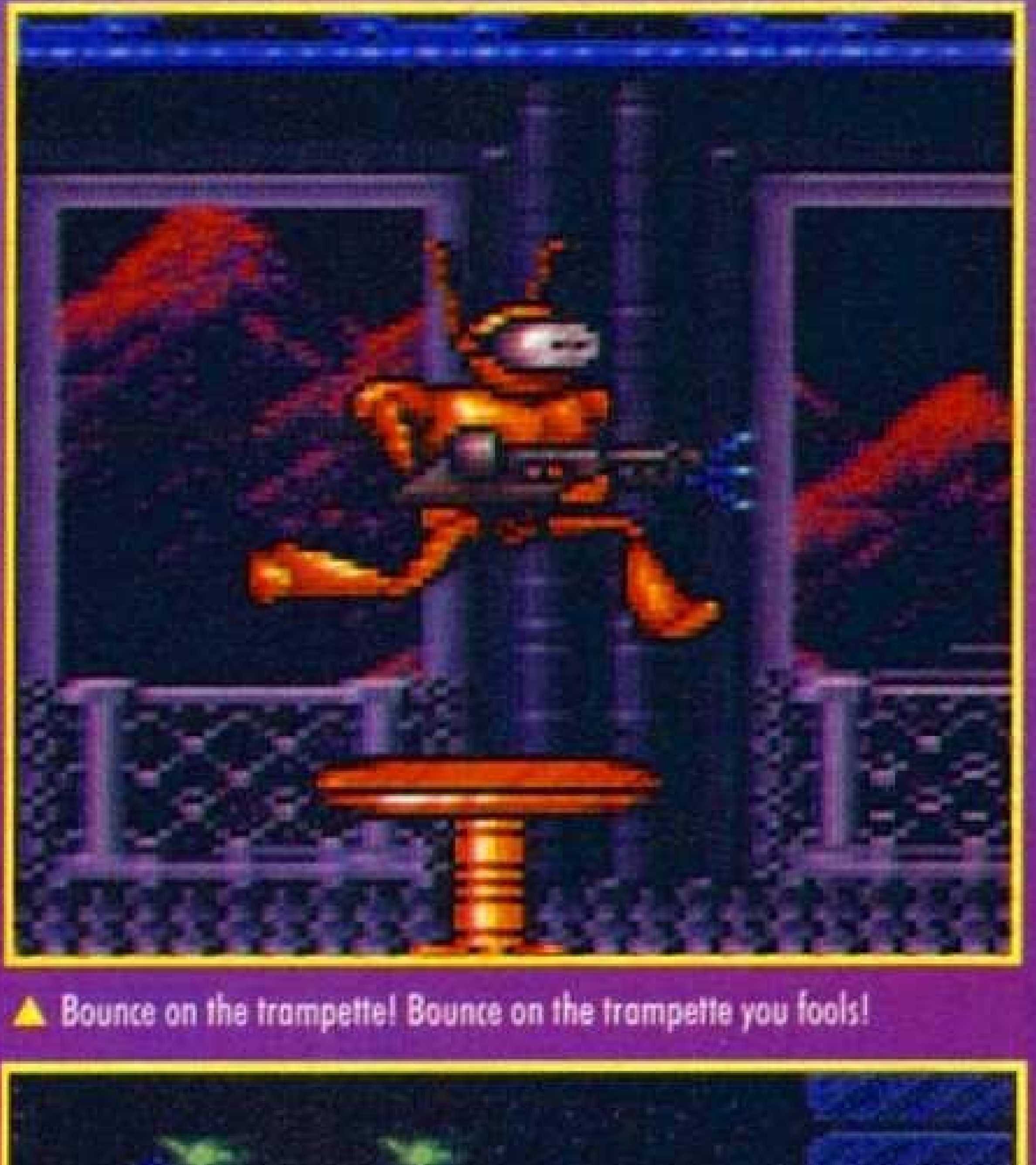


▲ "Schnnu" said Bob, before smothering the alien beast in thick mucus.

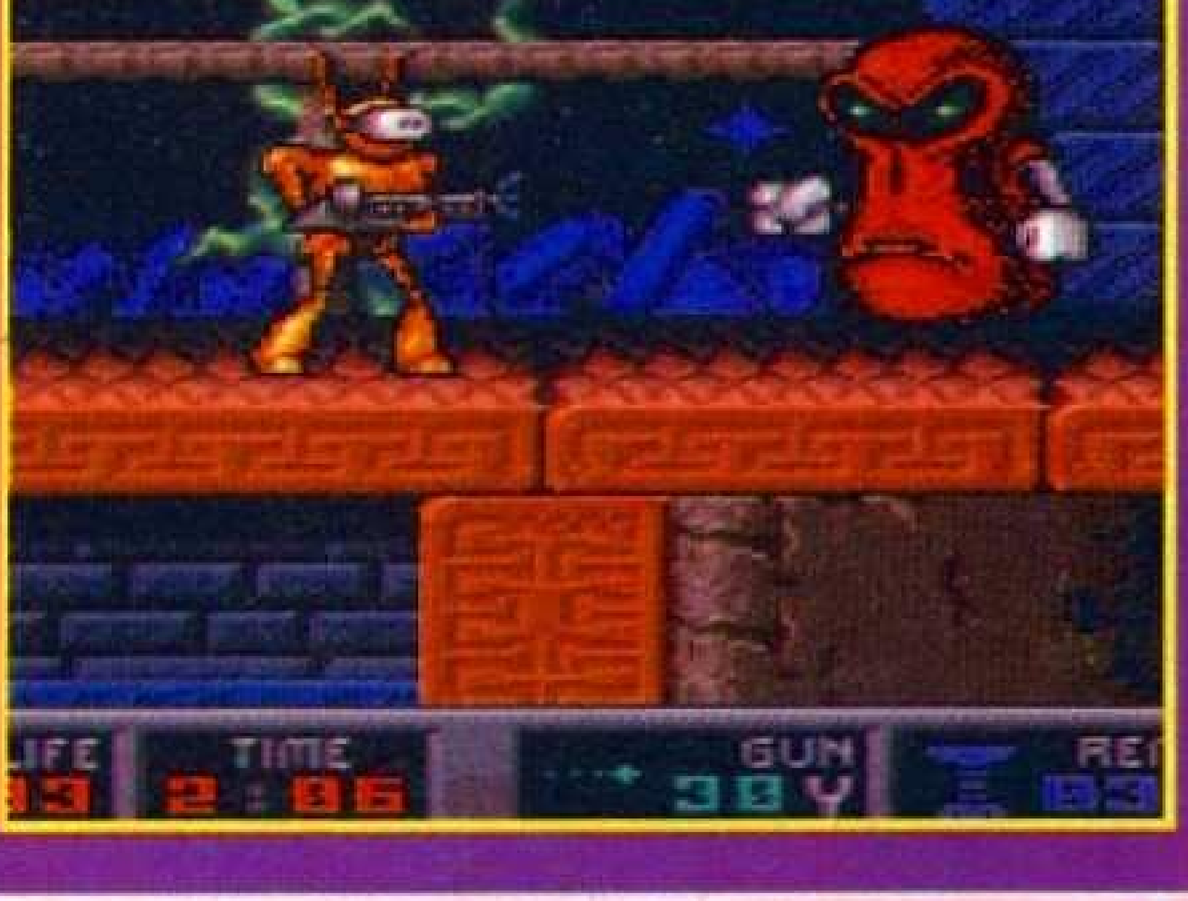


▲ Bob was not popular as a Black & Decker Strimmer Salesman.





▲ Bounce on the trampette! Bounce on the trampette you fools!

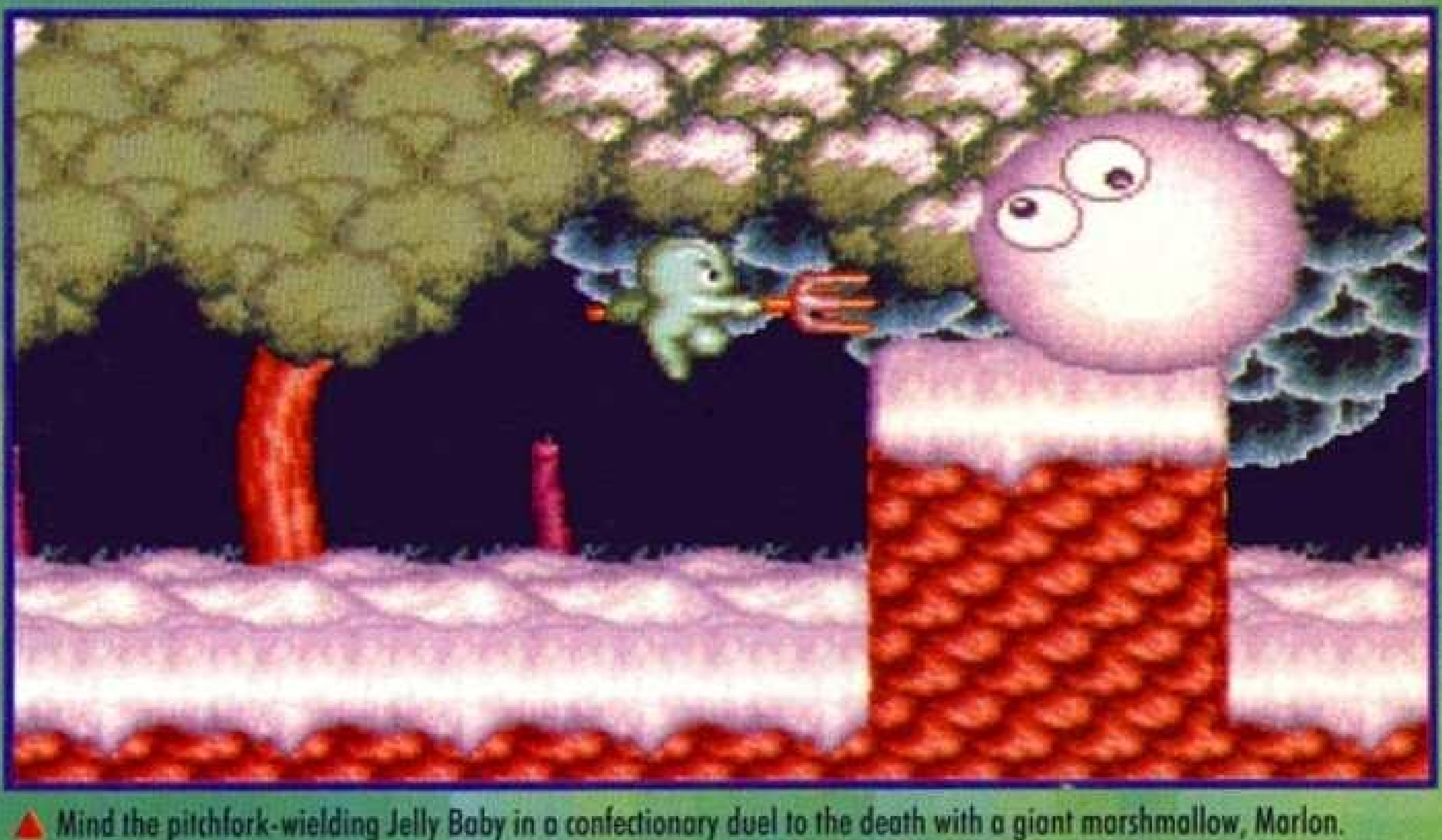


XANDRA'S ADVENTURE

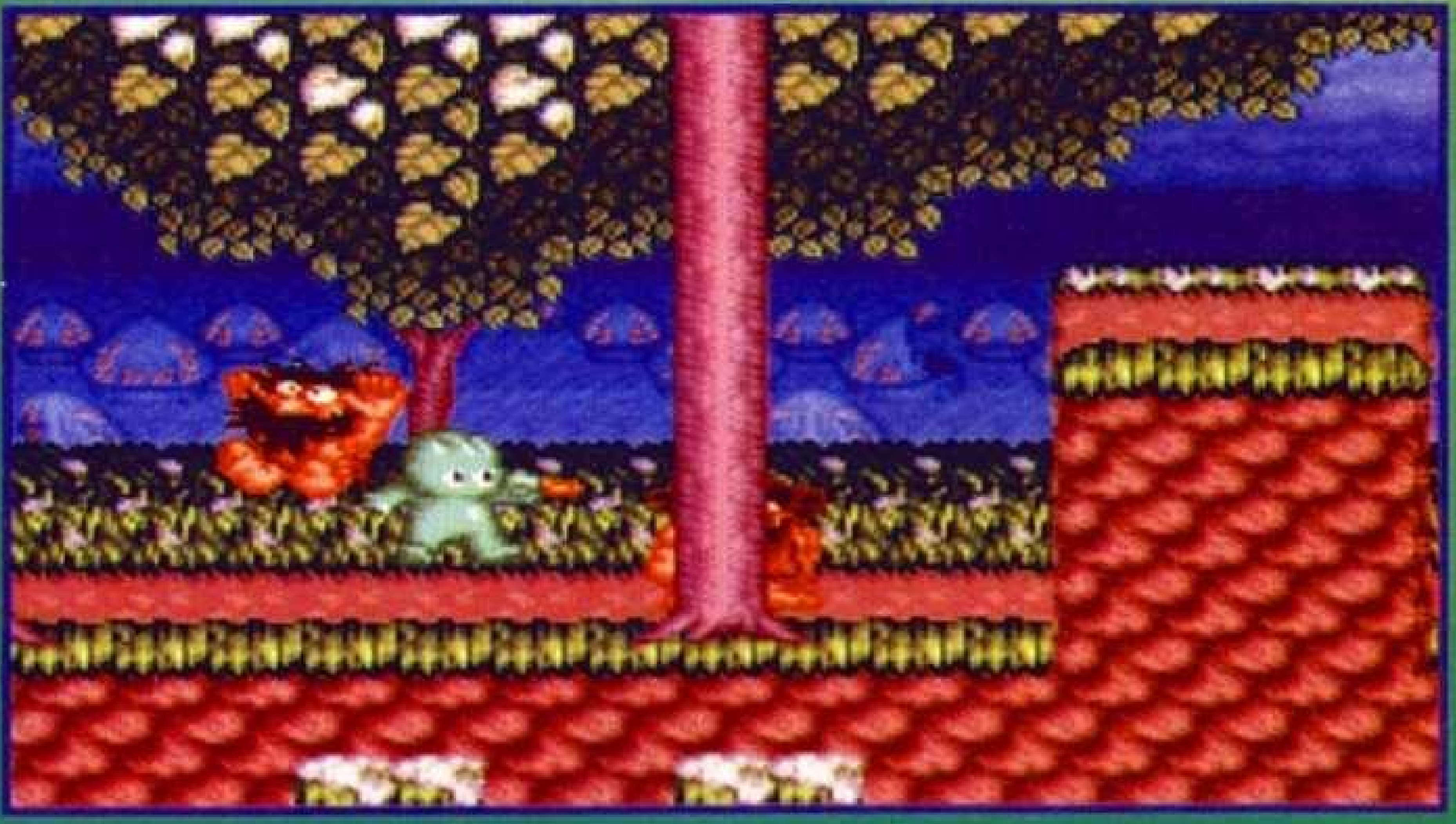
Bad feeling between neighbours rears its ugly head in the new platform romp Xandra's Adventure, from Namcot. The plot concerns a refugee camp of Bassett's Jelly Babies, living in harmony and peace in their little settlement. That's all shattered when a pushy witch moves into the adjacent volcano and starts customising the landscape into a snow kingdom. Loving husband Xandra, with jelly wife and baby, has no option but to grab his pitchfork and chase the sorceress 'orf his laaaand'.

Confronting the witch proves far from easy. The volcano is far off, across miles of treacherous terrain, populated by hostile cavemen, vicious snowballs, and the odd crocodile. Luckily, Xandra's mastery of the pitchfork as a weapon of mass destruction is quite breathtaking. He can spin it, jab it, pounce on his victims with it, probably even pick his nose with it.

The levels appear quite conventional at first glance, but Namcot have added a twist to the game with its complex control system. There's lots of different moves available, some quite tricky to master, and tons of amusing happenings occur as the game progresses. Xandra is currently being taken for a spin through the notorious NMS review procedures, and you'll have to wait until next month to see how it washes. In the meantime, be assured that it looks like a very interesting product.



▲ Mind the pitchfork-wielding Jelly Baby in a confectionary duel to the death with a giant marshmallow, Marlon.



▲ If only Jellyhead could get to the pitchfork....

GAME FAX

- **PRICE: TBA**
- **BY: NAMCOT**
- **PLAYERS: 1**
- **MEGS: 4**

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FREE LOVE IS... CALENDAR
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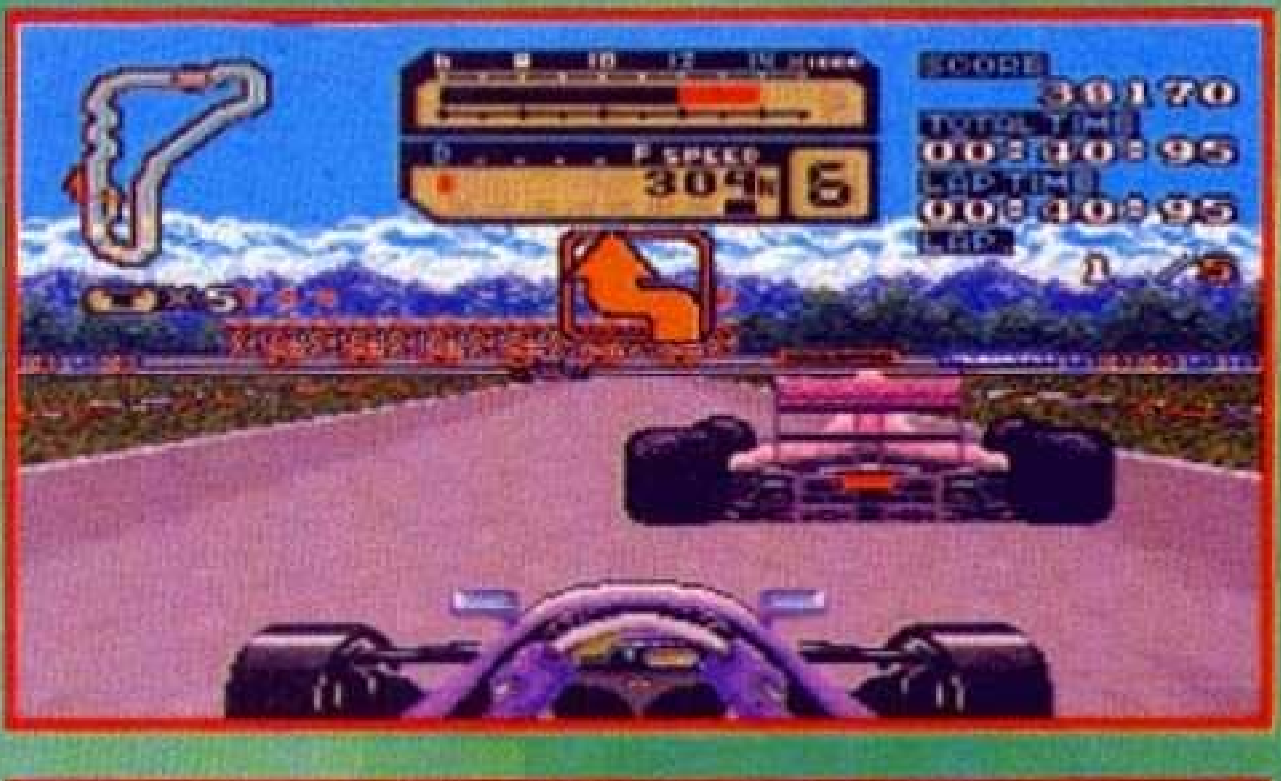
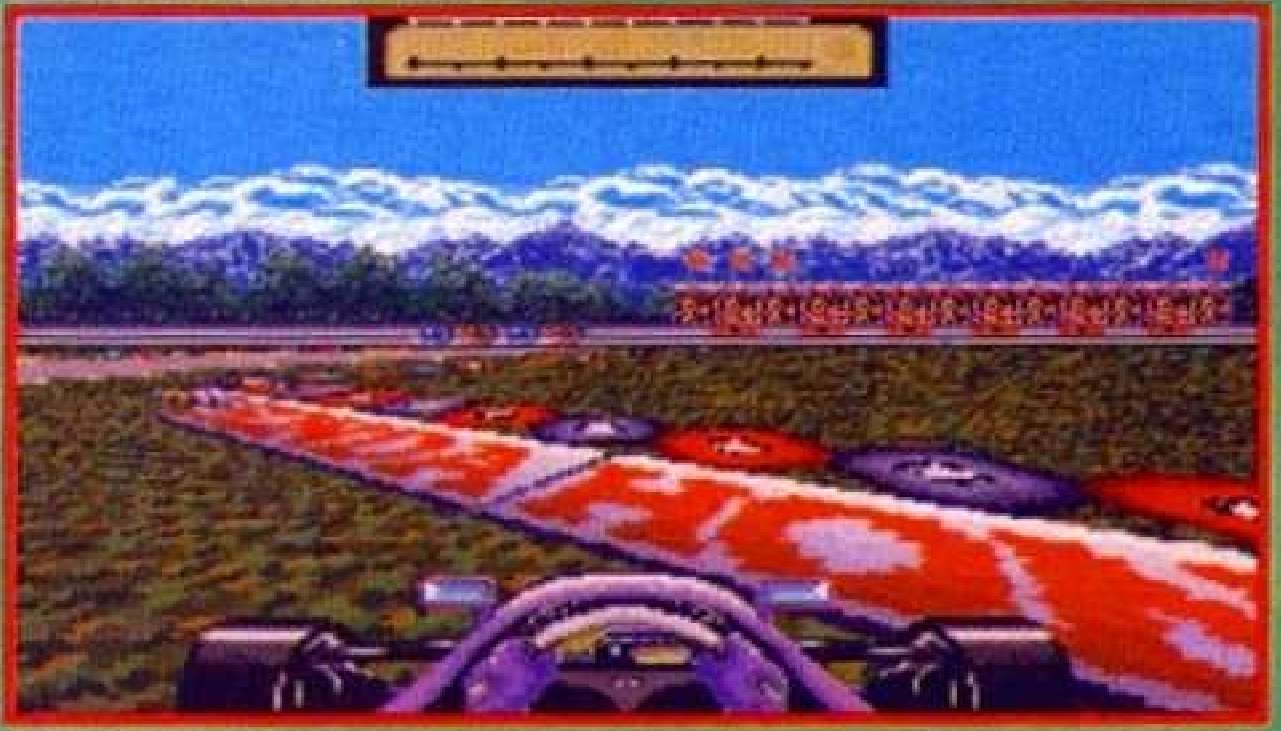
THE BEST TEENAGE MAGAZINE IN THE WORLD

SUPER F-1 HERO

Yet another Formula One motor-racing game, this time from the Varie Corporation. F1 Hero carries a rather heavy license from FUJI Television in Japan, no less, and looks as though it may even beat HUMAN grand Prix to the prize for most in-game features. A more conventional Grand Prix, cock-pit presentation style is adopted here and the Mode 7 capabilities of the Super NES are put to use in the hope for a more convincing Formula One experience.

The major difference between the two F1 Grand Prix titles previewed here is the two-player option, ie this game doesn't have one. No matter because two-player option doth not a good game make, though there are plenty of dire one-player racers back-firing on the console circuit too! Is this a winner or is it the pits? Find out soon when we hope to bring you the full story...





◀ Overtake the purple car in front at top speed whilst keeping an eye on the gear change necessary for the upcoming chicane thus allowing you to take pole position and win the race, overtake the purple car in front at top speed whilst keeping an eye on the gear change necessary for the upcoming chicane thus allowing you t take pole position and win the race you fool!

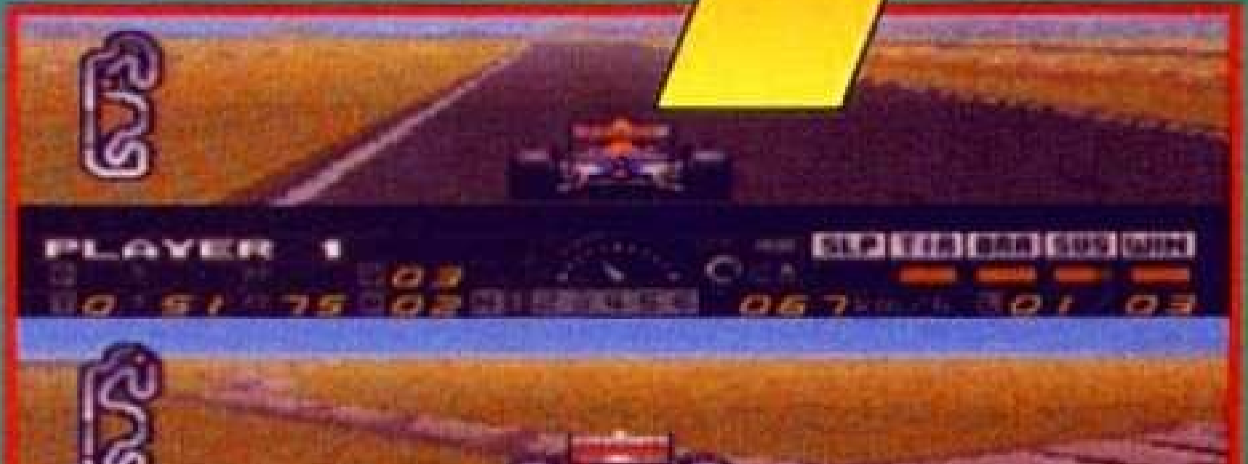
GAME FAX

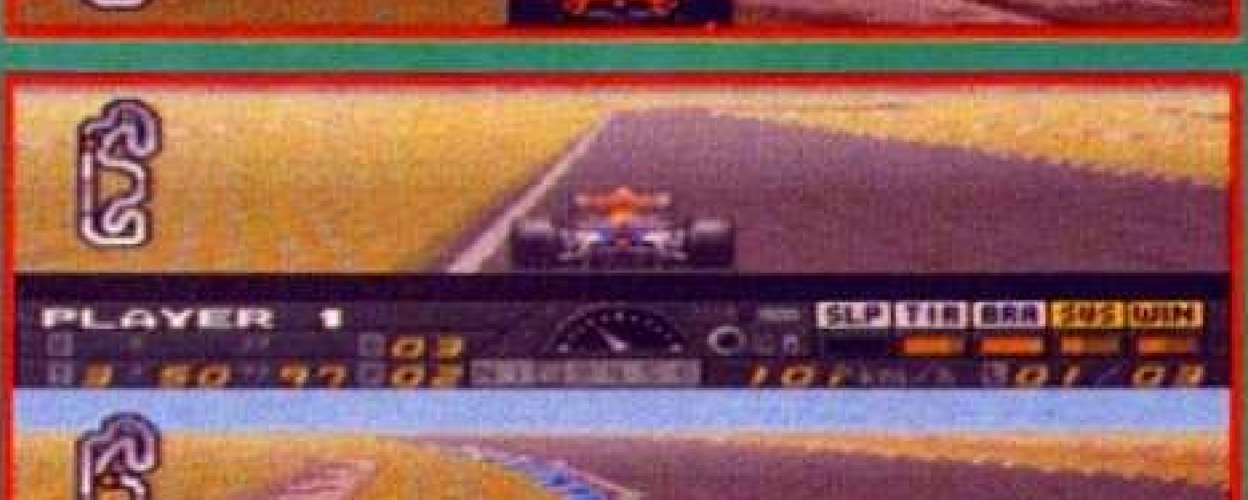
- PRICE: TBA
- BY: VARIE CORP.
- PLAYERS: 1
- MEGS: 4

HUMAN GRAND PRIX

An unusual new motor racing game is revving up for release on the Super NES courtesy of HUMAN, the team responsible for Super Soccer amongst other acclaimed sports simulations for other systems. HUMAN Grand Prix is a two-player, split-screen affair that incorporates some marked differences to the usual approach to such games, notably the steering system. Rather than use the accepted in-car, over the steering wheel first person perspective HUMAN have designed the game so that the car is viewed from behind, third person perspective. Steering your car is similarly unusual using small arrow situated under the car as used as a guide.

Somehow HUMAN have got away with including many famous names from the Formula One circuit, Nigel Mansell included, and there are absolutely tons of features to play around with! The presentation of the game looks very professional, likewise the sound appears promising. It's just the kind of thing that we are coming to expect from HUMAN now, but we'll reserve judgment until we present you with the full NMS low-down...





GAME FAX

- PRICE: TBA
- BY: HUMAN
- PLAYERS: 2
- MEGS: 4

MEAN MACHINES IS REALLY GREAT

And that's our totally unbiased opinion

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EXCLUSIVE! BATMAN RETURNS
THIS MAGAZINE COMES WITH AN AMAZING SONIC II PREVIEW VIDEO CASSETTE

Well, alright, maybe we are a teeny bit influenced, but let's face it, what other mag gives you such hot news, such stunning previews and as many fantastic in-depth reviews of the latest games as MEAN MACHINE SEGA does?

MEAN MACHINES really is that good and it's in all good newsagents now priced £2.50

THE OFFICIAL

NMS Char

	SUPER NES	NES	GAME BOY
1	SUPER MARIO KART (2)	SUPER MARIO BROTHERS 3 (1)	SUPER MARIO LAND 2 (1)
2	STREET FIGHTER II (1)	TINY TOONS (3)	SUPER MARIO LAND (2)
3	SUPER MARIO WORLD (-)	MARIO AND YOSHI (-)	MARIO AND YOSHI (-)
4	ANOTHER WORLD (4)	TALESPIN (5)	BATTLE-TOADS (5)
5	ZELDA 3 (3)	LEMMINGS (7)	TINY TOONS (-)
6	F-ZERO (2)	BART SIMPSONS ESCAPE (10)	MICKEY MOUSE (-)
7	SUPER SOCCER (RE)	WWF (9)	WWF (-)
8	SUPER TENNIS (RE)	MEGAMAN III (6)	KIRBY'S DREAMLAND (3)
9	SUPER PROBOTECTOR (8)	DUCKTALES (-)	BART SIMPSONS ESCAPE (-)
10	ACTRAISER (-)	BATTLE-TOADS (4)	NINTENDO WORLD CUP (-)

ts®

Sales figures are fine - if you're a market researcher, but what you, the reader, really wants to know is what games are currently sending us NMS-types into spasms. To this end, we have compiled for your viewing edification, the first official NMS staff chart. Get your reading gear round this, then...

NMS STAFF CHART

1

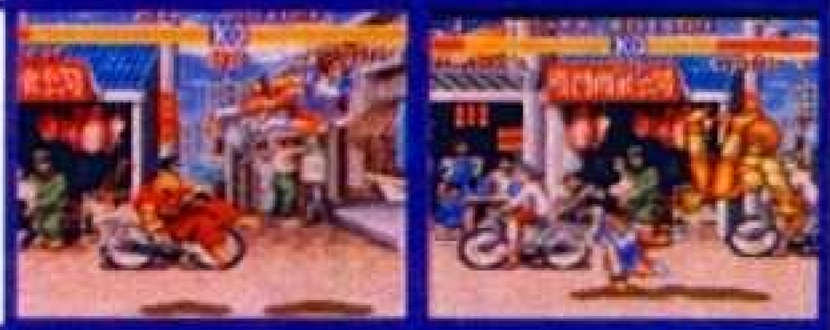
STARFOX (SNES)

You won't be able to play it for ages, but we're so hard that we've had it in the office for yonks! A splendid title which gets its first review in this very ish. You lucky people!

2

STREETFIGHTER 2 (SNES)

What else needs to be said? Near-perfect conversion of the coin-op and all round good time guaranteed for all. Absolutely essential, and if you don't know that by now we're not going to bother telling you again.



3

CYBERNATOR (SNES)

Packed with detail and ultra-violence, this is the game that puts the "uct" in mass destruction. Devastating!

4

SUPER TETRIS (SNES)

Not much to look at but BIG in the playability department. In particular, Bombliss has gone down a riot in the NMS office, and we're playing much more of the game than we should.

5

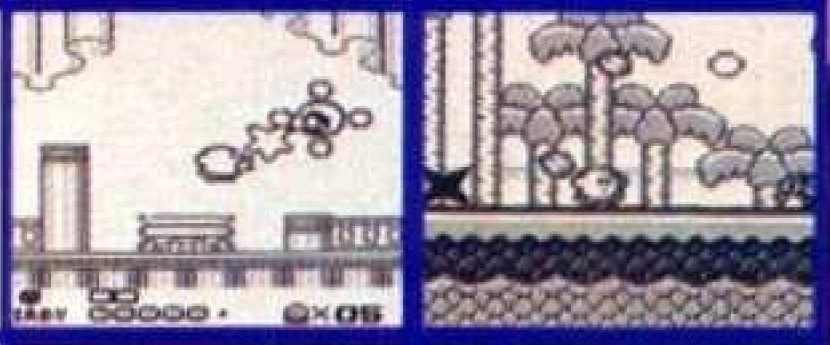
SUPER STAR WARS (SNES)

Perhaps the greatest and best-looking platform/arcade adventure yet with music and effects worth the price of the cart alone! We've had it for ages and we still play it - high recommendation indeed!

6

KIRBY'S DREAMLAND (GAME BOY)

Perennial office favourite, and one title that never fails to bring a smile to Paul's normally stony features. One of the best platform games for the Game Boy. From the same lot that gave you Mario.



7

TINY TOONS (SNES)

Eeh, it's just like an interactive cartoon! A fine game with enough variety to keep even the most hardened platformer interested. The only game we've ever come across with a skipping level!

8

SUPER MARIO KART (SNES)

This one's a little further down the chart than usual thanks to people borrowing the cart and not bringing it back for days, but still played lots when it is here.

9

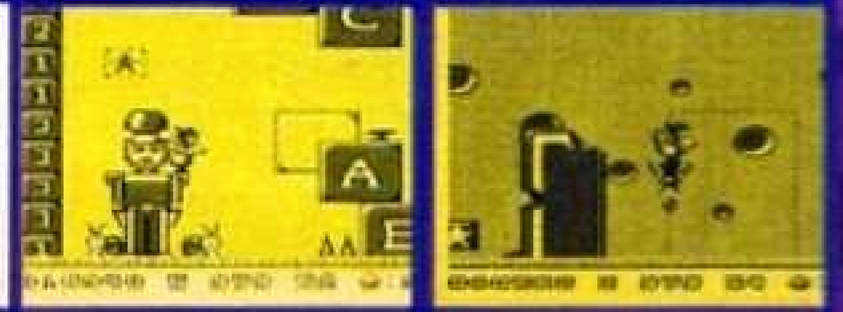
KI KI KATAI (SNES)

A fab game that is set to appear on these shores as the appallingly-titled Pocky and Rocky. One which breathes new life into the shoot 'em genre - and you get to play a raccoon as well!

10

ALFRED CHICKEN (GAME BOY)

A bit long-winded but still great. Once again, given the NMS treatment elsewhere in this here very magazine.



NINTENDO MAGAZINE SYSTEM
GAME INDEX

This is the NINTENDO MAGAZINE SYSTEM Game Index. Each month, you'll find a comprehensive guide to just about every game available for each Nintendo system, be it Game Boy, Super NES or NES. Each month we'll be updating the Game Index, adding in every game released. If ever you want the impartial lowdown to any Nintendo game, you know where to come!

8-BIT NES

ADDAMS FAMILY
Quite a jolly little platform game, but the problem is that it offers very little in the way of new or exciting ideas. There are plenty of games of this ilk, so shop around before making a purchasing decision.
OVERALL 71%

ADVENTURE ISLAND II
The NES answer to Wonderboy, Adventure Island II is a jolly, but ultimately unrewarding scrolling arcade platform game in which you guide the hero across a variety of hazard-packed landscapes.
OVERALL 71%

ADVENTURES OF LOLO
Intriguing puzzle game which certainly packs a challenge but doesn't feature much in the way of action and variety. Definitely one for those who like the pace of their games sedate.
OVERALL 74%

AIRWOLF
Take control of Stringfellow Hawke's as-seen-on-TV attack helicopter, and zip around the skies, trashing airborne enemies. There's not a great deal to this game, but the graphics and sound are okay and the gameplay, though not particularly original, should prove enjoyable for fans of the TV show.
OVERALL 75%

BAD DUDES
Hopeless conversion of the beat 'em up coin-op better known in this country as Dragon Ninja. Dreadfully flickery graphics and a low challenge level hammer the nails into this one's coffin.
OVERALL 39%

BALLOON FIGHT
The aim of Balloon Fight is simplicity itself! Boasting gameplay similar to the classic Joust arcade game, it's your job to fly around the screen descending on enemy sprites and bursting their balloons, while guarding your own from attack. Even though there's simultaneous two-player action, it all grow dull very quickly.
OVERALL 74%

BATMAN
The Joker is causing trouble in Gotham City, and there's only one body-stocking wearer who is superhero enough to stop him - the Batman. There are 20 platform levels to beat, and though the initial difficulty level is set quite high, the gameplay is addictive enough to keep you coming back. All in all, a first class game.
OVERALL 92%

BATMAN II: RETURN OF THE JOKER
Superb-looking and great-sounding platform game which completely fails to offer anything new and so renders itself redundant in the face of classics like Super Mario 3 and the Megaman series.
OVERALL 78%

BATMAN RETURNS
NEW

He thinks nobody's noticed yet, but Batman's increasing presence on the NES is becoming more and more obvious! The Dark Knight just about gets away with it this time around with another platform romp through Gotham City. The attrocious graphics are made up for with good playability and some difficult adversaries later on.
OVERALL74%

BATTLE OF OLYMPUS
Run around the horizontally scrolling levels that are Ancient Greece, solving various puzzles and beating up mythological beasts in this worthwhile RPG. The only gripe we have with this is that it's a bit lacking in the action department, making Zelda II the definite RPG to go for.
OVERALL 79%

BATTLETOADS
Join Rash, Zitz and Pimple - the Battletoads! These dudes are out to smash the evil Dark Queen over a number of beat 'em up and shoot 'em up levels. Battletoads is a truly outstanding piece of software, with brilliant graphics, stomping sounds and ultra-addictive gameplay. Rare come up trumps AGAIN with another essential Nintendo game!
OVERALL 91%

BASEBALL
One of the most popular sports of the United States hits the NES! All of the fun and excitement of Baseball is here, but unfortunately, Nintendo Baseball has a number of faults in the gameplay department. The actual pace of the game is relatively slow and a tad unresponsive. The graphics are cack too. Not recommended.
OVERALL 60%

BAYOU BILLY
Unusual mix of game types which also features a light gun sequence as you drive, run and shoot your way through a variety of different screens. Fun, but not an essential purchase.
OVERALL 79%

BIONIC COMMANDO
Super Joe Crack, the star of Commando (Capcom's old coin-op hit) has been captured behind enemy lines, and only the Bionic Commando can save him by fighting through many platform and shoot 'em up levels. This game actually has levels that weren't in the coin-op, but the high difficulty level could put some players off.
OVERALL 81%

BLACK MANTA
A mysterious bunch of criminals maladepts have kidnapped a load of kids for some reason, and your mission in this game is to take on the mantle of the Black Manta and dust some monkey ass! The gameplay is varied and fun, but the graphics just really aren't up to scratch.
OVERALL 80%

BLADES OF STEEL
Don't be misled by the title - this is an Ice Hockey simulation with a mini beat 'em up included when things get rough on the pitch! Multiple skill levels and different options keep things interesting for solo players, but the excitement is at maximum with two players at the controls. Overall an excellent sports game.
OVERALL 85%

BLASTER MASTER
Scrolling mazes and scrolling shoot 'em up skylarking meet head on in this completely fabulous cart. Your best friend (that happens to be a toad) has fallen down a big hole, so you've decided to follow him in a quest into the unknown. Blaster Master has loads of different levels to explore, along with highly addictive action, making for yet another essential Nintendo purchase!
OVERALL 91%

BLUES BROTHERS
Grotty platform game in which you guide the Brothers around the landscape avoiding things. It's boring, inane and the graphics aren't much cop.
OVERALL 40%

BLUE SHADOW
Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action make this one that combat fans should look out for.
OVERALL 88%

BOULDERDASH
Join the little miner known as Rockford who's stumbled on a number of diamond-crammed, scrolling mine shafts. He needs your help to negotiate these dangerous stages, collecting diamonds and dodging falling rocks. Boulderdash is a fab, taxing and original game that's destined to become a Nintendo classic.
OVERALL 90%

A BOY AND HIS BLOB
You're the boy whose blob-like pal can change into a number of interesting shapes and objects just by feeding him jellybeans (!). This comes in handy for solving the many platform-related puzzles that face the boy as he attempts to save blob-kind from an evil dictator. Fast, fun, original and taxing, A Boy And His Blob is skill!
OVERALL 91%

BUBBLE BOBBLE
Bub and Bob, the bubble-blowing dinosaurs are trapped in 100 meanie-filled platform levels. Luckily, the lads can neutralise the beasts by capturing them in bubbles then popping them to turn them into fruity bonus points! The graphics are a bit flickery, but the skill gameplay mores than makes up for it. A superb coin-op conversion.
OVERALL 89%

BUCKY O' HARE
Poor old Bucky, for his game is a sad case of mediocre everything in the way of platform/shoot em ups everwhere. When you consider the massive range of similar titles available for Nintendo's wonder machine this isn't a tempting enough carrot, or lettuce for that matter, to warrant purchase.
OVERALL72%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
The 50-year-old cartoon rabbit crops up on the NES in a game where he collects tons of carrots and traverses platform levels in order to reach his birthday blow-out. This game has all the Loony Tunes villains, but unfortunately the childish graphics, jerky scrolling and simplistic gameplay do this game no favours.
OVERALL 35%

BURAI FIGHTER
It's time to jet off into deep space and face those evil aliens on their home grounds. This horizontally scrolling shoot 'em up is a good challenge, with plenty of destruction to spice up the gameplay. It could prove a bit hard for novice players, although the majority of you should find this to be a decent blaster well worth considering.
OVERALL 79%

CALIFORNIA GAMES
Make the stars of Beverly Hills 90210 look like anorak-clad trainspotters by taking part in the California Games. Half Pipe, BMX (!), Flying Disk, Footbag, Surfing and Roller Skating are the events included in this skillful Nintendo package. Great to play with friends, California Games is an essential buy.
OVERALL 91%

CAPTAIN PLANET
Don the daunting mantle of the environmental saviour of the world, as he battles to save the world from environmental pollution, while rescuing a few seals and elephants into the bargain. The sub-levels of this game are a mixed bag. The shoot 'em up levels are far to difficult while the scrolling exploration bits are a doddle. The package as a whole is unremarkable.
OVERALL 56%

NINTENDO MAGAZINE SYSTEM GAME INDEX

CAPTAIN SKY-HAWK

Join the eponymous Captain as he flies around vertically scrolling shooting levels and Afterburner-style stages. This is another skillful Rare game that should appeal to blasting fans, although shoot 'em up experts may find it a tad easy.

OVERALL 90%

CASTLEVANIA

Simon Belmont is on the trail of Count Dracula. The game itself takes the form of a vast platform adventure set inside Drac's castle which Simon explores, punishing any undead types with his trusty whip. The audio-visuals aren't stunning, but the action is absorbing for a long while. Try out the sequel first though.

OVERALL 80%

CLU-CLU LAND

One of Nintendo's early efforts, Clu-Clu Land is a sort of PacMan clone set in grids of dots. However, unlike in PacMan, the idea in Clu-Clu Land is to direct your fish (?) between the dots, and thus reveal lines which make up a sort of Cubist join-the-dots picture. The simplistic gameplay is fun, but soon grows quite boring.

OVERALL 62%

COBRA TRIANGLE

Take the wheel of your speedboat and race your way through 25 races of isometric 3D scrolling fun, each with a different challenge. Cobra Triangle has it all. Great graphics, decent sound, but above all amazing playability. Another classic from Rare that deserves to end up in your collection.

OVERALL 94%

CRACKOUT

Utterly dire Breakout clone which features screens and screens of tedious bat 'n' ball "action". The graphics and sound are both poor, but it's the utterly boring gameplay makes this one to avoid at all costs.

OVERALL 21%

DAYS OF THUNDER

Jump into your NASCAR racer and burn around a series of tracks with no right turns whatsoever in this NES conversion of the embarrassingly awful Tom Cruise movie. The graphics are okay but there's no real variety in them at all. The game itself is slow, tedious, annoying and frustrating.

OVERALL 39%

DEFENDER OF THE CROWN

Take a time warp to mediaeval England and attempt to become king by taking over various territories in this strategy game with arcade sub-levels. The problem here is that the strategy game isn't involving enough and the arcade bits just don't cut the mustard at all. Leave this on the shelf in the software shop, where it belongs.

OVERALL 59%

DEFENDERS OF DYNATRON CITY

NEW

What a weird and wonderful game this license could have made. Sadly the reality is the complete opposite: A dreadfully dull half shopping spree/half shoot em up making a mockery of characters that, however foolish, didn't deserve this treatment.

OVERALL36%

DIGGER T ROCK

At first glance, this game looks like being a thinly disguised Boulder Dash clone, but on closer examination it turns out to be an action-packed arcade puzzler that's highly recommended. Excellent graphics and swingsome sound are the icing on the cake.

OVERALL 89%

DONKEY KONG

Oh no! Mario's girlfriend has been kidnapped by a crazed gorilla! It's up to the Italian plumber to conquer four different levels of platform action. Donkey Kong isn't a bad coin-op conversion, but the original itself is years old and four screens of arcade action simply isn't enough to warrant the price tag.

OVERALL 45%

DONKEY KONG JUNIOR

Donkey Kong Junior's out to rescue his Dad from Mario's clutches in another four-screen platform romp, this time set in the jungle. Just like it's predecessor, Donkey Kong Jnr isn't a bad conversion with a bit more variety than the original game. Unfortunately, Four screens' worth of action just isn't enough to give the player value for money.

OVERALL 46%

DOUBLE DRAGON

Your girlfriend's been kidnapped by Mr Big - the evil crime boss! It's down to you to kick the excrement of his cronies and then face up to the boss in the final confrontation. This game isn't a bad conversion, but the sequel has superior graphics and gameplay.

OVERALL 75%

DOUBLE DRAGON II

Dear oh dear. Your girlfriend has been gunned down by a revenge-crazed Mr Big. Therefore, it's down to the Double Dragons to go and kick some ass again. This conversion is a lot better than its predecessor, with decent graphics and enjoyable gameplay. Definitely the best Double Dragon game on the Nintendo.

OVERALL 84%

DOUBLE DRAGON III

Acclaim's third Double Dragon game contains all the scrolling beat 'em up mayhem you'd expect, along with more characters to control and larger levels. Unfortunately, the game is just too difficult to be worthwhile and the plodding response time doesn't help matters much either.

OVERALL 65%

DOUBLE DRIBBLE

Mediocre basketball game which just about supplies enough slamdunking thrills and spills to please ardent basketball fans.

OVERALL 70%

DRAGON'S LAIR

Dirk the Daring's darling Daphne has been kidnapped by a big dragon and taken to his lair! Pausing only to grab his daggers, Dirk gives chase by entering the side-on scrolling castle - but many traps and meanies await. Dragon's Lair has excellent graphics, but the remarkably slow, plodding gameplay and unresponsive controls make this one to avoid.

OVERALL 21%

DR MARIO

Mario's back in a Tetris-inspired puzzle game which sees him chucking different proteins into a beaker in order to make all the nasty viruses disappear. This is quite easy to begin with, the action gets meaner as you progress making for a truly exciting test of your reflexes and brain power. One of the best puzzle games for the NES.

OVERALL 88%

DROP ZONE

This is a real classic! It's a solid blast that owes much of its gameplay to the equally brilliant Defender. You can't get the latter on the NES but you'd be fools to let this one fall through your grasp!

OVERALL87%

DUCK HUNT

There's not much you can say about this game. Dust off your Zapper gun and plug this cart in and you'll be confronted by wave upon wave of ducks, just waiting to be blown away with your fine Zapper gun. The graphics are quite cute, but just shooting off with your photon firearm isn't fun or varied enough to be worthwhile.

OVERALL 57%

DUCK TALES

Guide Scrooge McDuck through many scrolling platform levels in a bid to save his massive bank balance from a fate worse than Gary Harrod's financial affairs. This game features excellent cartoon graphics and very enjoyable gameplay. Once again, the NES comes up trumps with a skill platform game. Hurrah!

OVERALL 90%

ELITE

Fabulous, sprawling 3D space trading game has literally months of play in it - if you enjoy this sort of thing. A brilliant release that must be looked at.

OVERALL 91%

EXCITEBIKE

Vroom! Get your leathers on and get ready to burn down one of the bumpiest motorcycle race tracks in history! The horizontal track scrolling is very nippy, providing a good feel of speed, but Excitebike's graphics and sound are a bit wobbly. However, these inadequacies only serve to make the whole game more of a laugh! very challenging and well worth a try.

OVERALL 84%

FELIX THE CAT

Felix is cursed with that dreaded platformitis disease and discovers himself as the star of yet another platform game on the NES. Rather than base the game on Felix's original black and white cartoons Hudson have developed the game from the recent feature length film. The game is imaginative and funny but ultimately shortlived as it is very easy.

OVERALL71%

FESTER'S QUEST

The Addams Family has seen something of a revival lately, and this NES game stars the talented Uncle Fester on a scroll-around quest to save the Earth. The graphics are samey and functional, but the sound is ace with a groovy remix of the Addams Family tune. The gameplay though, verges on the tedious after only a couple of sessions.

OVERALL 58%

FAXANADU

Fairly involved RPG/platform game which certainly offers plenty of depth but doesn't feature much action and excitement. Try it out if you're after something different.

OVERALL:OVERALL 79%

FOUR-PLAYER TENNIS

Great tennis game which, as the title suggests, allows up to four players to simultaneously participate (as long as you have the Four Score adaptor). Well worth checking out if you own such a device.

OVERALL 85%

GALAXY 5000

Speed around nine different isometric 3D tracks in this mega-fast, highly thrilling road race of the future. The graphics and sound are both top-notch, and although the scrolling's jerky you don't notice it in the thick of the action. Simultaneous two-player thrills are the icing on the superlative confection-related item.

OVERALL 91%

GAUNTLET II

Guide your mediaeval character through the hazard-ridden scrolling mazes, dishing out death to the legions of evil minions that attack you. With all the graphics, gameplay, sound and speech of the coin-op, this release is a fab arcade conversion well worth investing in.

OVERALL 90%

GHOSTBUSTERS II

Once again, it's time to bust those ghosts in a series of sub-levels inspired by the spooky, and yet vaguely amusing film. The problem here is that the graphics are a mite cacky, and each mini-level does nothing to recreate the atmosphere of the film on your NES. All in all, a vapid game that's only fun for a very short while.

OVERALL 57%

GHOSTS 'N' GOBLINS

Sir Arthur was enjoying the canoodling company of his Princess when suddenly an evil devil kidnapped her! So he's got to run along scrolling levels, dusting undead sprites in preparation for the final conflict! This conversion boasts limp graphics and sound. The response is dodgy and the gameplay frustrating. Leave this well alone.

OVERALL 55%

GOAL!

The curse that hits NES soccer games claims another victim with the shambling debacle that is Jaleco's Goal! Featuring an ineffective isometric viewpoint, stick-men sprites and extremely annoying action, Goal! is best left alone.

OVERALL 33%

GODZILLA

What could have been a brilliant monster-based game of destruction and mayhem is in fact a ghastly scrolling plodalong which suffers dreadful flicker and frustratingly awkward gameplay.

OVERALL 41%

GOLF

As far as Golf games go, this Nintendo effort offers no surprises. Simply take your golfer around the video course, select your club, judge your shot and try to hole the ball. The graphics and sound aren't exactly spectacular, but this cart offers a very challenging, playable round of golf. Recommended to golfing fans.

OVERALL 76%

GRADIUS

Better known as Nemesis, this horizontally scrolling shoot 'em up has all the power-ups and levels of the ageing coin-op. Gradius is great fun to play and ranks as one the greatest blasts available for the Nintendo along with its sequel, Life Force. If you're an NES laser-death fanatic, seek out Gradius immediately!

OVERALL 90%

GREMLINS II

Take a trip into the scroll-along blasting zone, this time accompanied by those irrepressible Gremlins. Programmed by Sunsoft, this Gremlins-inspired blasting game is packed with decent graphics, awesome sound and top-notch playability. Yet another good example of a Nintendo shoot 'em up.

OVERALL 87%

GUMSHOE

Play a private eye (complete with trilby and trenchcoat) in this platform-based crime buster. Gumshoe has to cross numerous Mario-esque levels to track down the villain of the piece. This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but the simple action grows dull very quickly.

OVERALL 68%

GUNSMOKE

There are some no-good outlaws in town, so you're going to march around the vertically scrolling area blowing away all sorts of mean hombres. The coin-op was pretty mediocre, but this NES conversion is quite good fun. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up.

OVERALL 69%

HIGH SPEED

Great conversion of the Williams pinball table along similar lines to Pinbot. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive.

OVERALL 82%

HOGAN'S ALLEY

Plug in the Zapper gun and get ready to pump some villains full of photons. This target-shooting game puts you at one end of a shooting range, with criminal cut-outs spinning around at the other end. Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions' play.

OVERALL 60%

HOOK

Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do.

OVERALL 62%

THE HUNT FOR RED OCTOBER

The fabulous Sean Connery movie surfaces on the NES as a horizontally scrolling shoot 'em up. The game itself is good fun to play with a nice sense of inertia on the sub. The problem is that the graphics look rather infantile and the soundtrack is one of the most discordant, jarring monstrosities ever to plague the Nintendo. Bear with it though, and there's a fairly decent game to be uncovered.

OVERALL 64%

HYPER SOCCER

A reasonable football game, which although nowhere near as bad as the grotty Goal and the naff Nintendo World Cup still fails to generate much in the way of soccer excitement.

OVERALL 62%

ICE CLIMBER

Ice Climber is a pretty basic game, the object being to control your Eskimo to the top of each vertically scrolling level while keeping an eye out for enemy sprites. This was one of the first NES releases and has primitive graphics, sound and gameplay. Even the simultaneous two-player action doesn't stave off the tedium.

OVERALL 58%

IKARI WARRIORS

Armed with just their machine guns and a stash of grenades, the players must guide their on-screen heroes through vertically scrolling enemy strongholds and blow everything up. This conversion has crap graphics and poor scrolling. The response is poor and the gameplay frustrating. Even Ikari fans will be disappointed with this.

OVERALL 48%

IRONSWORD

This follow-up to Wizards and Warriors is similar to its predecessor, with plenty of platform action and sword-slashing thrills. The main problem with this game is that the gameplay is very tough, and coupled with the rather inspiring graphics, there's not much of an urge to see the next level. Ironsword is above average, but not totally amazing.

OVERALL 77%

ISOLATED WARRIOR

Become the Isolated Warrior as he runs up the isometrically scrolling 3D backgrounds, blasting enemy sprites with his multi-purpose weapon. Isolated Warrior is a great shoot 'em up packed with top-notch shooting excitement. Unfortunately, this is marred by the fact that it's very easy to complete.

OVERALL 80%

KICK OFF

Once again, the evil hex that plagues NES soccer simulations strikes again in this conversion of the greatest computer football game ever. Kick Off retains all the brilliant options of the Amiga version, but the game logic is sadly lacking and there's plenty of minor bugs conspiring to ruin the game too. A great shame and a major disappointment.

OVERALL 36%

KABUKI

Kabuki's the man whose oriental hairstyle spells doom to a number of computer bugs that have infested America's finest defence system. Boasting dark and moody graphics and good sound, Kabuki is instantly appealing. The stiff challenge and great gameplay make it an excellent Shadow Warrior-style platform game.

OVERALL 90%

KID ICARUS

It's cutey platform game time as you guide Kid Icarus against an army of baddies who are just dying to clip his wings. It's pretty good fun, but the graphics are rather dated, and when you look at some of the more modern platform games around, this doesn't compare too well.

OVERALL 68%

JACKIE CHAN'S ACTION KUNG-FU

Hong Kong's foremost martial arts expert takes to the NES in a digital version of his silver screen shenanigans. This is a great scrolling beat 'em up with cute graphics and rousing tunes. It's extremely playable too with many levels to conquer. Buy this!

OVERALL 93%

JACK NICKLAUS GOLF

The immortal Jack Nicklaus has endorsed what turns out to be a 3D golfing simulation that slow, jerky and bug-ridden. Add these incredibly annoying factors with the pathetic graphics and miserable sound and we have a golf simulation that's even over-shadowed by the ancient Nintendo Golf!

OVERALL 48%

KICKLE CUBICLE

This game is rather similar to Adventures of Lolo, in that you run around a single-screen maze pushing blocks and squashing meanies. Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to complete.

OVERALL 72%

KUNG-FU

This game weighs in as a conversion of that ageing Data East coin-op, Kung-Fu Master (remember that?). There are four levels of horizontally scrolling baddie-bashing included in this Nintendo translation. This might not sound a lot, but the tough, challenging gameplay is quite a laugh. Worth a look for beat 'em fans.

OVERALL 72%

LIFE FORCE

This is a brill version of the Salamander coin-op, with both vertically and horizontally scrolling action. It's not just the smart scenery and amazing aliens that set Life Force apart from other Nintendo blasts. With its amazingly addictive destructive action AND two-player action, this is one ace 'n' skill shoot 'em up!

OVERALL 92%

LEGEND OF ZELDA

This was Nintendo's first RPG, but its simple format makes it far more accessible than most games of this type. With its battery back-up, this game should provide hours of enjoyment for anybody, so even though it's one of the more expensive carts, it's well worth a look.

OVERALL 86%

LEMMINGS

The 16-bit masterpiece of mind melding mianders over to the NES. Lemmings has a reputation to uphold and Nintendo's 8-bitter does it much justice. It's not the best conversion available but the greatest one available to NES owners! Rescue the Lemmings or forever hang your head in shame.

OVERALL 85%

LITTLE NEMO

Jolly enough platform romp in which you guide the eponymous hero through the surreal and weird Slumberland world. Fun, but offers nothing that hasn't already been seen in a platform game of this type.

OVERALL 79%

LOW-G MAN

Once again, we're all aboard the last train to Platform Central, with Low-G Man (so called, because he can jump incredibly high). This game has jerky graphics and wobbly sound, but somehow the urge to see the next level is very high indeed. Although not an essential purchase, give Low-G Man a good, hard look.

OVERALL 84%

LUNAR POOL

An entertaining idea - funny shaped pool tables - and it's certainly fun for a while. But at the end of the day, pool is pool and unless you're a big fan of eightball, this one's novelty will eventually wear thin.

OVERALL 75%

MACH RIDER

This is an early Road Blasters clone, in which you have to drive your motorcycle down numerous stretches of highway, zapping any of the other aggressive drivers who get in your way. The official NES Road Blasters conversion isn't really up to much but this lookalike is even worse. The graphics are laughable and the gameplay extremely dull. Leave this well alone.

OVERALL 36%

MANIAC MANSION

Lucasfilm's first icon-driven adventure is a real classic. It's got great graphics, extremely involving gameplay and logical puzzles - things which its competitor, Shadowgate woefully lacks. Maniac Mansion is a worthy NES purchase, but the high price tag (around £50.00) is a bit of a bum rap.

OVERALL 89%

MARBLE MADNESS

In this Rare conversion of the brilliant Atari coin-op, you guide a marble around six different isometrically scrolling courses, dodging many bizarre hazards. The programmers have produced a coin-op conversion that's as close to the original as is possible with the Nintendo. Only the lack of levels is the slight downer.

OVERALL 85%

MARIO BROTHERS

In this single-screen platform game, Mario and Luigi (this is a one or two-player game) have to run around punching the gantries under the critters to knock them on their backs, and then jump up to the same level and boot them off-screen. It's a nice, cute, simple game, but only truly worthwhile in two-player mode.

OVERALL 83%

MEGAMAN

It's down to MegaMan to go through six levels of incredibly addictive scrolling platform action, blasting meanies. Each level is guarded by a terrifying robotic end-of-level boss. Mega Man is one of the most difficult, and yet still rewarding platform games available for the NES.

OVERALL 92%

MEGAMAN II

The evil Dr Wily is back for another slapping at the hands of the world's greatest hero, MegaMan! This boils down to more incredibly addictive scrolling platform action. Although it's not as lastable as its prequel, MegaMan II boasts playability that puts many 16-bit games of the same ilk to shame. An essential purchase.

OVERALL 93%

NINTENDO MAGAZINE SYSTEM

GAME INDEX

METAL GEAR

Nice graphics and ultra-violent gameplay make this an interesting game to play, but only for a while. It turns out to be more of a giant maze game than a shoot 'em up, and the unchanging scenery of tanks and buildings makes one screen look pretty much like another. Not a game to put high on your shopping list.

OVERALL 52%

METROID

Metroid is a graphically impressive, very cleverly put-together arcade adventure with lots of unusual features to keep things interesting. It's a tough game and ardent platform/adventure fans will love it.

OVERALL 80%

MIKE TYSON'S PUNCH-OUT!!!

With its superb graphics and playability, Punch Out!! is the greatest boxing game yet seen on any home system and is a vital addition to your collection. So grab it before it disappears, which it might well do considering what's happened to Mike...

OVERALL 94%

MISSION: IMPOSSIBLE

This viewed-from-above maze game with espionage overtones casts you as a secret agent, out to overthrow a subversive world-threatening organisation. The graphics and sound are both very effective, and the gameplay itself is addictive and whole lot of fun. Highly recommended.

OVERALL 86%

NEW ZEALAND STORY

Poor old Tiki - all of his kiwi chums have been kidnapped by a bloated Walrus! So, Tiki needs your help in running around the platform levels, shooting meanies and rescuing kiwis! This conversion is visually very similar to the Taito coin-op, and the sound is actually better! Unfortunately, the game is just too easy to complete.

OVERALL 79%

NINTENDO WORLD CUP

There's something of a curse on the poor old Nintendo when it comes to soccer games. Nintendo World Cup is a dire shambles, with rancid, flickery graphics, warbling sounds and very limp gameplay. Even when playing with four player with the Four Score adaptor, Nintendo World Cup is a sad digital interpretation of soccer.

OVERALL 33%

PAPERBOY

Guide your paperboy through seven levels of scrolling isometric mayhem in this conversion of the pensionable Atari coin-op. Paperboy "boasts" retarded, infantile graphics, grotesque colour schemes, a booming cacophony of sounds and frustrating gameplay. The awful responsiveness is yet another nail in the MFI-quality coffin. Avoid!

OVERALL 30%

PINBALL

This is a real Nintendo oldie, and has been completely eclipsed by the immeasurably superior Pinbot, which is based on a real pinball table. Unless you're after a particularly substantial pinball game for your Nintendo, avoid.

OVERALL 45%

PINBOT

Rare's conversion of the topper Williams pinball table is excellent, with all the steel ball spanging-related excitement of the original. With excellent graphics, unbelievable sound, along with brilliant playability, this is one fabbo game!

OVERALL 90%

POPEYE

This conversion is a good translation of the original coin-op, but it's the coin-op's simplicity that severely limits Popeye's powers of lastability. It'll keep you busy for a while, but unfortunately, the novelty soon wears off.

OVERALL 67%

POWERBLADE

It's a return to Platformsville, Arizona in this scrolling game with shoot 'em up elements. Although Powerblade is exceptionally unoriginal, the graphics and sound are fine for this sort of game. What really gives Powerblade its respectable mark is its fun and challenging gameplay.

OVERALL 88%

PRINCE OF PERSIA

Great platform adventure game which features a superbly animated main sprite. It's quite tricky getting to grips with the comprehensive control method, but once mastered, the challenging and absorbing gameplay will keep you playing for ages.

OVERALL 87%

PROBOTECTOR

Don't be fooled by the name - this is the official NES version of Gryzor, the great horizontally scrolling shoot 'em up. All the levels of the coin-op are here and the blasting action is fast and furious. A great NES blast.

OVERALL 81%

PRO WRESTLING

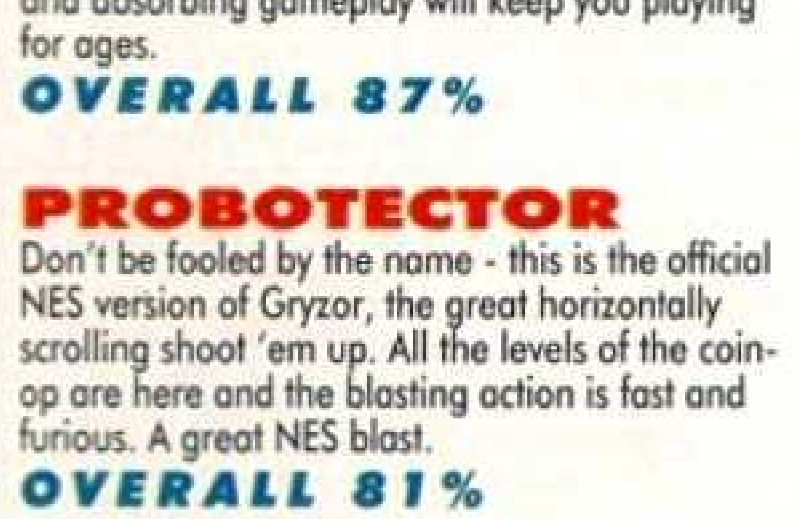
Pro Wrestling isn't quite as exciting as the real sport. The graphics are laughable with pathetic sprites and background visuals, and the sound isn't really any better either, sporting very weak spot effects. Our advice is to go for Tecmo World Wrestling. It's got better graphics, better sound and a huge amount of moves on offer.

OVERALL 45%

RAD RACER

This is quite a few years old now, and surprisingly, it's still the only Out Run-style game available on the NES. Actually, any new one would have a hard time beating Rad Racer in the playability stakes. The smart 3D graphics make this look good and play good, so if driving games are your bag, this is a must.

OVERALL 80%



RAD GRAVITY

Strut around the universe with the coolest intergalactic hero of them all, Rad Gravity. It's up to Rad to run around platform levels looking for co-ordinates for new planets to visit. Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended for platform fans after a challenge.

OVERALL 82%

RAINBOW ISLANDS

Oh no! The Rainbow Islands have been occupied by the Boss of Shadow, Baron von Blubba and his nasty little minions. It's up to Bub and his power of the rainbow to put a stop to Blubba's skylarking over seven levels of vertically scrolling platform action. This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.

OVERALL 67%

RC PRO-AM

RC Pro-AM is one of the most playable NES titles around. Both the graphics and sound are spot-on and there's plenty of action to keep you going for a long time as you race a variety of radio controlled vehicles around a series of very tight tracks against mad computer drivers. A must!

OVERALL 90%

RESCUE

Based on the French computer game, Hostages, this is a multi-level assault game, casting you as leader of a bunch of SAS guys out to ruin some terrorists' plans for world domination and rescue (hence the title) some hostages. The graphics and sound are poor, but the real problem with Rescue is that each sub-level is very dull and too easy to complete.

OVERALL 41%

RESCUE RANGERS

Those cheeky chipmunks, Chip 'n' Dale hit the Nintendo in a platform game of their very own, programmed by coin-op giants, Capcom. With one or simultaneous two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.

OVERALL 88%

ROAD BLASTERS

If you were a fan of arcade Road Blasters this conversion may come as a disappointment. The graphics and sound are fairly well reproduced, but it certainly doesn't play the same. It's just far too easy, and any competent player should get through all 50 levels in a few games. Once completed, Road Blasters doesn't have much to attract you back for more.

OVERALL 48%

ROAD FIGHTER

Brace yourself for what must rank as the worst console game EVER! Road Fighter is a vertically scrolling road race game a little like Spy Hunter, but without the extra weapons, decent graphics or gameplay. Indeed, the scabrous, retarded game we have here is devoid of all fun and excitement-inducing qualities and is a complete waste of money.

OVERALL 9%

ROBOCOP

The film's great, but this game is sad. Rubbish graphics, dire sound, sluggish controls and very repetitive gameplay don't makes things much fun in this platform game. Considering the all-action movie, a lot more should have been made of this.

OVERALL 60%

ROBOCOP 2

Slick, but ultimately frustrating platform game which features plenty of challenge but nothing new or exciting in terms of gameplay features. There are tons of games like this, so shop around before you buy.

OVERALL 76%

ROLLERGAMES

Fairly jolly, but rather repetitive future sports simulation which could do with better visuals.

OVERALL 76%

ROBO WARRIOR

An original, but ultimately dull game in which you bomb your way through a series of baddie-packed screens. It sounds more exciting than it is because the action is so limited and slow.

OVERALL 51%

RODLAND

A bit of a sticky one this. Most of the time the game is simple and entertaining platform affair however it is a routine that switches between this and comparitively tough bosses. Still, if games like Rainbow Islands and Bubble Bobble are your thing then Rodland is likely to please.

OVERALL 79%

RUSH 'N' ATTACK

Otherwise known as Green Beret, this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence. The graphics and sound are adequate rather than outstanding, but they do the job and help make this a bloody, enjoyable rough-house romp.

OVERALL 83%

RYGAR

The graphics in this beat 'em up are okey-dokey and the gameplay is fairly interesting (thanks to the nice weapons), but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.

OVERALL 70%

SECTION Z

If you've ever wished for a Side Arms-type game for the NES, this is probably the nearest thing to it, though don't take that as a recommendation. The game is severely lacking in excitement just because it's so repetitive and the weapons are completely weedy. Save your money and your sanity.

OVERALL 46%

720 DEGREES

This is a very decent conversion of the old Atari skateboarding coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.

OVERALL 84%

SHADOWGATE

Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios. The solutions to each puzzle are completely illogical (OPEN a skull to find a key? We think not), making for an annoying adventure with crappy graphics and nauseating sound to boot.

OVERALL 26%

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SHADOW WARRIOR
Join Ryu as he runs around the scrolling platforms levels, meting out ninja death to the evil minions of the Overlord. Converted from the coin-op, this a great slash 'em up that's well-presented with groovy graphics and sound. This is challenging and superb fun and well worth your pounds sterling.
OVERALL 90%

SILENT SERVICE
A submarine simulation? On the NES? Yes indeed, and while it might sound boring, it's not. It's addictive and involved and is a must for those who want to use their Nintendo to play more than just platform games and shoot 'em ups.
OVERALL 87%

SIMON'S QUEST
On the surface, Simon's Quest isn't much more than an extended version of the original with a few additions to the gameplay. Having said that, the original was pretty good, so the follow-up can only be even better. There's not a lot of variety, but hardened arcade adventure fans should find the gloomy atmosphere is most engrossing.
OVERALL 85%

SIMPSONS: BART VS THE SPACE MUTANTS
Enjoyable game-of-the-telly-show in which you guide Bart around the horizontally scrolling town solving puzzles and avoiding the baddies in an attempt to thwart the intentions of the marauding space aliens. Not exactly action-packed, but fun nonetheless.
OVERALL 88%

SKATE OR DIE
Skate or Die is divided into five different sections: the downhill race, freestyle on a half-pipe, downhill jam where you fight an opponent, half-pipe high jump and pool joust where you battle other players. It's a fun game with great graphics and is highly recommended to board thrashers.
OVERALL 82%

SMASH TV
Williams' amazing shoot 'em up coin-op, based on the classic Robotron 2084, is one of the most violent games in history! This NES conversion is a technical miracle with loads of sprites on-screen at once! The game also incorporates all the speech and power-ups of the coin-op too. One of the best Nintendo shooters available!
OVERALL 90%

SNAKE, RATTLE 'N' ROLL
Guide your snake around the forced 3D backdrops, eating nibbley-pibbleys and dodging a number of bizarre sprites. Rare strike again with an extremely playable, technically amazing Nintendo game that simply demands purchase!
OVERALL 94%

SNAKE'S REVENGE
Snake (the hero of Metal Gear) is back, and this time he's vowed to destroy a jungle-based legion of enemies. This generally involved running around the jungle (for jungle, read maze), blowing away enemies and rescuing hostages. Snake's Revenge is extremely difficult to play, slow, unrewarding and tedious.
OVERALL 49%

SOCCER
The action in this football game is a little slow, and the graphics are only adequate but it plays quite while and that's what counts. And even though it's positively ancient, it's still miles better than all the newer Nintendo football games.
OVERALL 83%

SOLAR JETMAN
The action is very similar to the old coin-op Gravitar, but there's much more to Solar Jetman as you explore a series of planets looking for pieces of the Golden Warpship. The playability is superlative, the graphics are great and the sound is similarly excellent. Put all those factors together and you've got a simply brilliant Nintendo title which is an essential part of your collection.
OVERALL 95%

SOLOMON'S KEY
This is an excellent conversion of the Data East coin-op, which is one of the best arcade puzzle games out. If you're after some mental stimulation from your Nintendo this has got to be somewhere on the shopping list.
OVERALL 83%

SOLSTICE
This is the first game from English firm, Software Creations, and it's a goodie! Guide your little man around the forced perspective backdrops, solving puzzles and blatting meanies. With its excellent graphics, amazing sound and involving gameplay, Solstice is an essential purchase.
OVERALL 90%

SPY VS SPY
Based on the MAD magazine comic strips, Spy vs Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your computer, or better still, human opponent. It doesn't have the best graphics and sound in the world, but if you have another gamer at hand willing to play you, this is a must.
OVERALL 84%

STAR WARS
A brilliant game which follows the plot of the film very closely through a whole variety of challenging and addictive scenes. With its superb graphics, sound and gameplay, this is one of the best games-of-the-film around.
OVERALL 95%

STEALTH ATF
A promising-sounding but ultimately dull aerial combat game in which you guide the fighter of the title against the marauding enemy hordes.
OVERALL 54%

SUPER MARIO BROTHERS
Originally this was the game Nintendo gave away free with the machine - and what a terrific freebie! It's a truly classic platform game that's just so skillfully put together and is so much fun that once you've started playing it's impossible to stop. One of the best games anywhere, ever.
OVERALL 95%

SUPER MARIO BROTHERS II
This is a superb follow-up to Super Mario Brothers, with terrific graphics, great music and super addictive platform gameplay. An utter must - along with all the other Mario games.
OVERALL 96%

SUPER MARIO BROTHERS III
Mario and Luigi return for their last 8-bit outing - and it's one of the finest video games ever devised. Featuring almost-perfect playability, excellent graphics and sound along with a massive challenge, Super Mario Bros III is THE essential cart to buy for your Nintendo.
OVERALL 98%

SUPER OFF-ROAD
Ivan "Ironman" Stewart's Super Off-Road is a superior Super Sprint-style NES game, that's great fun when playing with the four-player Four Score adaptor. It's yet another skill Rare game, and a very close coin-op conversion. The repetitive nature of the game may put some people off, especially when played in one-player mode.
OVERALL 81%

SUPER SPIKE VOLLEYBALL
Visit the beaches of America to participate in a series of Volleyball matches in this cool sports simulation. With its Four Score compatibility allowing up to four players to take part, Super Spike Volleyball is a great game that should appeal to most sports fans.
OVERALL 83%

STAR WARS
One of the greatest sci-fi movies EVER hits the Nintendo in a truly spectacular fashion! Star Wars features many different game styles (3D blasting, platform and scrolling blasting action) each depicting a scene from the movie. Although the price tag is very high (£50.00), Star Wars remains the best thing since Mario III.
OVERALL 95%

SWORDS AND SERPENTS
Big role playing game very similar to the Bard's Tale computer game series. Short on action, but long on depth, this is one that adventure and role-playing fans will go bonkers over.
OVERALL 81%

TEENAGE MUTANT HERO TURTLES
Although they're now tragically uncool, Turtles is a fun game that provides plenty of beat 'em up action, a hint of exploration and taxes your brains too as you rescue April O'Neil. Worth checking out.
OVERALL 86%

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME
Take control of the bygone heroes in a half-shell in this simultaneous two-player game based on one of the most popular coin-ops ever. Turtles II is a very close conversion, but when it comes down to it, there isn't much in the game and the repetitive action soon grows stale.
OVERALL 64%

TENNIS
The graphics aren't the greatest and there's
much sound to speak of, but Nintendo Tenni
quite playable. It's the only Tennis game ava
able on the NES anyway, so if you want to h
Wimbledon indoors next year, it's either this
nothing.
OVERALL 75%

TEN-YARD FIGHT
A conversion of the old Irem coin-op, this is
of the only arcade-style American football
games available on any machine. It's simple
but fun and is worth looking at if you're new
American football and want to learn more
about the sport.
OVERALL 76%

TERMINATOR II
One of the greatest movies of all time could'
been an NES game to end them all.
Unfortunately, what you get are five limited
els, most of which are set around a tedious
platform environment. The game isn't awful
it's just dull and very unoriginal. For die-harc
movie fans only.
OVERALL 72%

TETRIS
This block-based mind-teaser is the greatest
puzzle game ever written. It looks naff, soun
naff... but play it and you'll be instantly hook
OVERALL 91%

TIGER HELI
This is a fairly straightforward up-the-screen
blast in which the player pilots a heavily-arm
combat chopper. The graphics are pretty sam
throughout the entire game, the sound is eq
ly bland and the gameplay is only average.
the greatest of shoot 'em ups.
OVERALL 65%

TINY TUNES
Yet another NES platform game, this time sta
ring baby versions of famous cartoon characters. The graphics and sound are great, and
gameplay fun enough to keep you at it for
yonks.
OVERALL 86%

TIME LORD
This game has a great idea and plot, but the
overall execution is a tad lacking and the ga
itself lacks the kind of excitement we'd come
expect from an MB Games cartridge.
OVERALL 60%

TOM AND JERRY
With all the potential fun and frolics of a Tom
and Jerry game, it's a shame to see them
reduced to starring in yet another unoriginal
platform game. Yes, it's fun. But there are lo
of better games of this sort already available
What a waste...
OVERALL 78%

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TOP GUN
Though this wouldn't take anyone's breath away, the 3D combat is quite exciting, and requires a fair bit of joypad skill. The graphics aren't bad at all, and on the whole, this is a smart game. If you yearn for something flight simulator-ish on your Nintendo, check this one out.

OVERALL 79%

TOP GUN II
You ARE Maverick - the Top Gun of the title, and it's your aim to take to the skies, complete a number of missions and blow up all the MiGs you can in the process. Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull indeed. Only the one-on-one two-player mode is a good laugh.

OVERALL 51%

TOTALLY RAD
Promising sounding platform game sadly let down in its execution. It's just not fun enough to lift it out of the veritable sea of platform games available on the NES.

OVERALL 74%

TO THE EARTH
This is the most recent of the Zapper gun titles, and it's probably the best of the lot. Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you've got a Zapper, check it out.

OVERALL 80%

TURBO RACING
The NES is not well catered for when it comes to road racers, so it's nice to see a good, fast action-filled effort like Turbo Racing. Although the graphics are a bit rough, this is more than made up for by the exciting gameplay. Check it out.

OVERALL 80%

TRACK AND FIELD II
Featuring a massive 15 events (hurdles, pole vault, hammer throw, archery, clay pigeon, pistol shooting, canoeing, hang-gliding, Taekwondo, fencing and arm wrestling), this is graphically and sonically superb. With multi-player action and plenty of tough and challenging button-bashing gameplay, this is a sports simulation no Nintendo owner should miss.

OVERALL 90%

TROG
Trog is a PacMan-style coin-op (two girls are playing it in the arcade scene in Terminator II!) which depicts you as a caveman out to save his eggs (???) from various prehistoric terrors. The graphics are well-animated and very cute, but no amount of presentation can disguise the simplistic gameplay.

OVERALL 70%

TROJAN
This is quite a decent beat 'em up, (converted from a popular coin-op of yesteryear) but though the graphics are fine, the gameplay is a bit dull. A few more powerful weapons would have helped make this above-average quality game into something quite special.

OVERALL 72%

URBAN CHAMPION
Urban Champion is a fairly ordinary beat 'em up in which you fight a variety of foes. The graphics are rather dull, and it doesn't take long before this four-year-old game gets rather boring. If you're after a good beat 'em up, check out something like Double Dragon instead.

OVERALL 54%

WILD GUNMAN
If you've got a zapper gun, stick it into your holster and ride into town and battle a bunch of merciless hoodlums who've been whoopin' it up and scarin' all the townsfolk. The graphics are colourful and bright, and the aim is to simply blast away as many bad dude cowboys as possible. It's quite good fun, but gets a bit boring after a while.

OVERALL 67%

WIZARDS AND WARRIORS
This is a smart-looking, but simplistic platform game which requires an awful lot of jumping skills and little else which all gets a bit monotonous after a while. There are several superior platform games available on the NES, the Mario games for example, and the Megaman series.

OVERALL 72%

WORLD WRESTLING
This has got well-animated graphics, plenty of moves and enjoyable gameplay, and while it doesn't feature the characters from WWF like the official title does, we still think it's the best wrestling game on the NES.

OVERALL 84%

WRECKING CREW
The graphics are simple, but nicely drawn and the soundtracks are superb, making this platform hammer 'em up a treat to play. It's not easy, and there are loads of screens and even a designer option if you want to try and make your own!

OVERALL 81%

WWF SUPERSTARS OF WRESTLING
Leap into the ring of the All-American World Wrestling Federation along with all your favourite wrestlers from the popular TV series. This version of WWF is good fun for a while, but it's a tad easy and only the two-player option really gives you great value for money.

OVERALL 80%

XEVIOUS
The original coin-op's best feature was its pretty graphics, and these haven't been translated too well to the comparatively chunky-pixelled NES, so all you're left with is a passable, but hardly exciting up-the-screen blast.

OVERALL 65%

ZELDA II: ADVENTURE OF LINK
This RPG-style game is absolutely vast - much bigger than the original - and it's graphically superior too. The gameplay is also beefed up with magic and beat 'em up-style swordplay, and again, the cartridge comes with a battery game-save system. This is the Nintendo's top RPG, and one of the most enjoyable on any system. Make sure you give it a try.

OVERALL 94%

GAME BOY

ALIEN III
Can't be doing with Aliens, us! Especially when they star in multi-million dollar, mind numbing movie sequels. Thankfully their infestation of the Game Boy in this title is easily forgivable because it is excellent! You control Ripley as she carries out her mission to destroy pretty much everything in sight. With some exploration and puzzle elements sidling in to join the fun this is more than the average shoot em up and comes highly recommended from us!

OVERALL90%

ALLEYWAY
A sad version of the ancient game, Breakout, this is one of the most simplistic, tedious and unchallenging games available on the Gameboy and should only be bought by simpering buffoons with more money than sense.

OVERALL 27%

BALLOON KID
Become a balloon's best friend in this rather weird floating collect 'em up. Not only is it strange, but it's also very dull. Things get repetitive very soon and the unresponsive controls don't do this cart any favours either.

OVERALL 51%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY
Bart's been packed off to summer camp and he's not too happy about it. Help him escape in this multi-level platform game, throwing fruit, dodging other campers and generally having quite a smart time. An enjoyable if not overly original title which will take some beating.

OVERALL 85%

BART VS THE JUGGERNAUTS
Not the best Simpsons game in the world but certainly the most interesting. A sort of Simpsons meets the Gladiators that pits the hapless Bartman against some burly competition in a series of vaguely athletic events. It's tough, perhaps too tough, but gets better as the game goes on. If you can get that far!

OVERALL71%

BASEBALL
With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.

OVERALL 75%

BATMAN
With small, but nicely detailed graphics and excellent sound, Batman is one of the most addictive Gameboy platform games around. Highly recommended.

OVERALL 91%

BATTLETOADS
Gasp! The evil Dark Queen has kidnapped two of the mighty Battletoads! You, as the third member Zitz, must now launch a rescue bid in this beat 'em up with platform overtones. Although the graphics are fiddly, this is a great game which any self respecting beat 'em up fan should have.

OVERALL 90%

BEST OF THE BEST
The Game Boy makes a calliflower ear of an excellent beat 'em up with indistinct graphics and weedy opponents! One of the better Game Boy beat 'em ups but certainly not the best.

OVERALL65%

BIONIC COMMANDO
NEW

Rad enjoys a new lease on life in Capcom's revival of the arcade classic. The hero's singing style may seem strange at first but the rewards for sticking it out are many. With superb presentation and a cool factor of ten, this platform adventure is one to look out for!

OVERALL84%

BLADES OF STEEL
Plenty of Ice Hockey style action as two teams compete on a horizontally scrolling rink. The action is fast and addictive and should appeal to anyone after a decent sports sim.

OVERALL 82%

BLUES BROS
NEW

Yet another attempt at the Blues Brothers theme from Titus who obviously keep missing the point with irrelevant platformers. Collect bonus items just for hording's sake and have fun counting as many abstract characters as possible, just don't send in your high scores because there isn't enough room to print them.

OVERALL53%

BOMB JACK
Hit the road Jack! This is a tiresome conversion of a hoary old coin-op that is about as explosive as a soggy match. It's boring, simplistic and repetitive. Give it a miss.

OVERALL68%

BOULDERDASH
Take the mantle of Rockford, diamond miner extraordinaire in this conversion of the age-old coin-op. Still, the gameplay is just as fresh as the day it was conceived, with many levels of puzzling as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in. A challenging puzzle game with which to while away the hours.

OVERALL 90%

BOXXLE
Boxxle is a highly original puzzle game which is recommended to people who like to use their brains rather than their joysticks.

OVERALL 83%

BUBBLE BOBBLE
Bob and Bub take a trip into scrolling platform land. Their mission: to bubble up the inhabitants of each realm, burst the bubbles, kill the

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meanies and move on to the next screen. Bubble Bobble is fast, fun and very addictive. Highly recommended!

OVERALL 90%

BUBBLE GHOST

This game, originally by Infogrammes for the Amiga, puts the player in the role of a Ghost out to guide a bubble around an environment fraught with danger. This is a highly original, fun title well worth taking a look at.

OVERALL 81%

BURAI FIGHTER DELUXE

Take to the skies once more in this horizontally-scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. The graphics are pretty good, there's always lots to do and the action is pretty fast paced. A decent quality shoot 'em up and no mistake.

OVERALL 83%

BURGERTIME DELUXE

Burgertime must rank as the world's first fast food creation simulator. Now the coin-op of yesteryear has returned, and it's ideal Gameboy material. The idea is to drop burger ingredients into a dish from some platforms by running over them (not very hygienic), to make your job harder you are chased my monstrous pickles and hot dogs. Low on graphics but high on playability, Burgertime is a real laugh, although it does get very repetitive after the first few levels.

OVERALL 78%

CASTLEVANIA

Take control of Simon, a whip-wielding hero and battle your way through four large scrolling platform landscapes. The gameplay is addictive, and keeps you going for quite a while - but be prepared for some annoyance, because there are some nasty hidden surprises that don't make themselves apparent until it's too late to do anything about them.

OVERALL 79%

CHASE HQ

Oh dear, converting this coin-op to the Gameboy wasn't really a very good idea was it? Try as it might, the Gameboy just can't cope with the speed necessary to make this game really thrilling. The result is slow, sluggish and particularly tedious.

OVERALL 42%

CHESSMASTER

This chess sim has appeared on loads of formats, but this is the best version to date. The game is hard but logical and all the rules of chess are accounted for. The difficulty levels are well set, so beginners can pick it up straight away and grand masters won't find the going ridiculously easy. Best of all, of course, it's fully portable so you can exercise your brain at any time you like.

OVERALL 96%

CHOPLIFTER II

Brilliant! Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. A highly cool game with massive addiction and enjoyment factors!

OVERALL 92%

CRASH DUMMIES

One of the most unlikely concepts for a game but one that works extremely well! The crash Dummies ski, drive and dive their way to destruction but all in the best possible taste, apart from the dreadful sense of humour that runs throughout! This varied game has much to offer everyone who likes their action wild and crazy!

OVERALL86%

DIG DUG
NEW

Some consoles have all the luck! Game Boy Dig Dug takes place underground where a miner named Digby literally blows-up Pookas and Fygars with a hand pump. Bizarre! Of course! The gameplay doesn't alter much but with the new improved Dig Dug included as an extra incentive, who can possibly refuse?

OVERALL84%

DR FRANKEN

Frankie's quest to find the various parts of his girlfriend looks, sounds and plays magnificently. What's more the job at hand is huge! The password system and the game's logistics make it a winner. If helping a pal get to grips with his girl friend's bits is your forte, get a hold of this!

OVERALL92%

DROP ZONE
NEW

Drop Zone is a fairly simplistic, side scrolling blaster where the pilot is required to prevent the abduction of his fellow men at the tentacles of alien invaders. Return them to home base, the Drop Zone, and repeat the process. In spite of it's age, hidden beneath the humble,simplistic facade is a superb and thoroughly enjoyable game.

OVERALL86%

DOUBLE DRAGON

With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills. There's even a two-player link-up option for simultaneous vigilante antics! A must for beat 'em up fans.

OVERALL 83%

DOUBLE DRAGON II

Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it!

OVERALL 88%

DR MARIO

Nintendo's own Tetris clone makes it to the Gameboy, and it's great. Highly recommended to puzzle fans.

OVERALL 87%

DUCK TALES

Although there are loads of other platform games on the Gameboy, this one has unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard, so expert gamers should give it a miss.

OVERALL 78%

DYNA BLASTER

This puzzle game caused something of a stir on the PC Engine (that version was called Bomber Man) - and the Gameboy version is just as good! You must place strategic bombs in an attempt to clear each screen of baddies before advancing onto the next, harder screen. Simple but very addictive, and the second (slightly different) version of the game included on the cartridge makes it great value.

OVERALL 88%

F1 RACE

The first four-player Gameboy game is here - and it even comes with a free four-way adaptor! The game itself is an excellent OutRun-view race, with what must be some of the fastest scrolling seen on a Gameboy! Great fun and excellent value for money.

OVERALL 88%

F-15 STRIKE EAGLE

Whilst graphically and sonically a dismal affair Microprose's aging flight simulator makes the conversion over to the Gameboy quite well. A thinking man's Afterburner, if you fancy a challenge and more than a touch of variation to your shoot em ups then take a strike at this.

OVERALL83%

FERRARI

Slickly programmed racing game sadly let down by its laughably low difficulty setting. Even the most inept of players won't get more than a day or so's play out of this.

OVERALL 37%

FOOTBALL INTERNATIONAL

Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better.

OVERALL 41%

FORTRESS OF FEAR

A sort of mediaeval Double Dragon. The graphics and sound are good and the playability is solid enough to keep you coming back.

OVERALL 80%

GARGOYLE'S QUEST

Some pretty good gamesplaying skills are required to make your way around this game's unfriendly platform environment, but it's all very addictive, and should be checked out by hardened platform fans.

OVERALL 80%

GAUNTLET II

A perfect mini-replica of the classic coin-op that contains all the graphics (in black 'n' white), speech and playability of the coin-op. There's even a skill two-player mode. A must for Gauntlet fans.

OVERALL 88%

GB KID

Bonking ahoy! The PC Kid is re-christened the GB kid and trounces the life out of his prehistoric foes in his first quality adventure. He's stylish and often hilarious, the only problem is that the game's simple to complete!

OVERALL79%

GHOSTBUSTERS II

With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions to test your brains and reflexes. Well worth taking a look at.

OVERALL 81%

GOLF

This is a great golf game that plays a great game of golf. Need we say more?

OVERALL 88%

GREMLINS II

Once more it's platforms a go-go with Gremlin II. As the Mogwai it's your job to rid the world of those troublesome Gremlins utilising the many traps and weapons littered around the landscape. Gremlins II is certainly challenging and it has some wonderful graphics and music

OVERALL 80%

HOME ALONE

Take control of a digitised Macauley Culkin, as he runs around his mansion collecting goodies and locking them up in his safe. At the same time, he must watch out for the many burglars who've entered his home. Home Alone is a sa dull, boring game with mournful graphics, forlorn sound and awful playability. Avoid it!

OVERALL 38%

HOOK

In this version of the Spielberg movie, you gui Peter Pan around the eight-way scrolling levels of Never Land, dishing out dagger justice to Hook's minions and completing various mini-tasks with the aid of the lovable Tinkerbell. Hook is quite entertaining for a while, but ther just doesn't seem to be that much to do in eac level.

OVERALL 66%

HUNT FOR RED OCTOBER

In this brilliant conversion of the Sean Connery movie, you take control of the Red October an guide it through many levels of eight-way scrolling action. A brilliant, playable game with an amazingly good two-player mode where th second player takes control of an entire fleet charged with destroying the Red October! Brilliant.

OVERALL 92%

HYPER LODERUNNER

If you enjoy a really tough challenge, this platform game is highly recommended. Normal players, however, might find themselves wanting to smash the cartridge up after a couple of goes - it's that hard!

OVERALL 71%

KID ICARUS

Fairly jolly adaptation of the NES platform game provides the fun, but is now getting rather long in the tooth.

OVERALL 71%

KIRBY'S DREAM LAND

A highly original, amazingly playable game from the creator of Mario. If this one doesn't grab you then nothing will! Kirby is a superb character and his game is one of the most imaginative platformers available on any machine. The delightful wind-bag's wanderings are simple enough at first, but the second secre quest is very tough.

OVERALL 94%

KUNG-FU MASTER

This loose translation of the ageing Irem coin-op is very dull indeed with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty

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level. One go is all that's required to beat this vapid effort of a game.

OVERALL 17%

KWIRK

This is a puzzle game where your tomato (!) must shift oddly shaped blocks into gaping holes to traverse mazes and reach the exit. It's really a sort of Soko Ban clone - but a lot more fun.

OVERALL 85%

LEMMINGS

Short and sweet: Lemmings on the Gameboy is a great conversion of a classic game. Prevent hordes of Lemmings from meeting with certain doom in an almost endless collection of brain-taxing screens.

OVERALL88%

LOONEY TUNES

The Looney Tunes star in an exciting and varied cartoon collection of shoot em ups and platform related hilarity. Tweety-pie, Sylvester, Porky and Daffy all wait for you to join their excellent party.

OVERALL90%

MARBLE MADNESS

Guide your marble around a number of increasingly tricky slalom slopes, featuring many pitfalls such as acid pools, giant vacuums and even killer black marbles! This is one of those games which is perfectly suited to the Gameboy, and although it's short on levels, it's long on playability.

OVERALL 87%

MINIHEAD:NEW

A standard fare, fast food adventure into McDonaldland. Though it's hardly likely to make anyone's hour, let alone day, there is some enjoyment lurking in this be-platformed place even if it is comparatively bland to the other tastey stuff already available for this machine.

OVERALL75%

MERCENARY FORCE

Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase.

OVERALL62%

METROID II

Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.

OVERALL 81%

MOTOCROSS MANIACS

Motocross has never been any weirder than in this off-road biking game! It's tricky, but is good fun - especially against a computer opponent - and provides plenty of amusement for a while.

OVERALL 76%

MR DO!

Adopt the mantle of Mr Do and run around a Boulderdash-style screen layout dropping massive pieces of fruit on marauding enemy sprites! Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion well worth a look.

OVERALL 86%

NAVY SEALS

This platform shoot 'em up is amazingly super hard. If you think you can ignore the lack of originality and you're a good enough games-player not to get too frustrated, Navy Seals is well worth a look.

OVERALL 80%

NEMESIS

A great conversion based on the classic coin-op. The graphics are quite nicely drawn, and the action is clear and easy-to-see. It's not simple, and shoot 'em up fans should really get into the action. Go for it!

OVERALL 88%

NINTENDO WORLD CUP

This is a shambolic mockery of a clapped-out soccer game. There's no real control over your players, the computer has no knowledge of tactics and the responsiveness and collision detection are sadness incarnate.

OVERALL 31%

OTHELLO

Although it mightn't look or sound it, Othello is an addictive and enjoyable board game which you'll go back to time and time again.

OVERALL 89%

PACMAN

PacMan is as PacMan does, and this is as flawless a conversion of the crumbly arcade game as you will find. This will make some players leap for joy, others will find it enjoyable for a quick go now and then. Give it a go if you're a Pacfan.

OVERALL 80%

PAPERBOY

Ultra-blurry graphics, rubbish bike handling and dodgy collision detection are the three main flaws present in this disappointing conversion that will appeal to arcade fans only.

OVERALL 67%

PINBALL

Pinball features a three-screen-high flick-screen table which is complete with bumpers, flippers, drop targets and even hidden bonus screens! It's pretty tricky to play, but the ball movement is so realistic you find yourself tilting your Gameboy around to try and influence where the ball goes! It's all jolly fun and should go down well with the pinball wizards amongst us.

OVERALL 79%

PRINCE OF PERSIA

This must rank as one of the greatest platform games of all time, and its combination of fiendish puzzles and pinpoint platform action certainly make this version a winner. Add to that the same spectacular animation and you have a definite must-buy cartridge.

OVERALL 92%

PRINCE VALIANT

NEW

Ocean have chosen a more strategic element for this title whereby Prince Valiant attempts to become ruler of the realms as far as his eye can see, chosing a place that he desires to reside next and then battling with the present inhabitants for superiority. It is an interesting concept but is neither impressive graphically nor in-depth enough to warrant priority purchase.

OVERALL65%

QUARTH

Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal. Try it out if you're after something different.

OVERALL 90%

QIX

Qix is a very strange game, but is nevertheless addictive. If it had been enhanced rather like PC Engine Volfied it would have been a real stunner. As it stands it's just an entertaining game which has plenty of long-lasting appeal.

OVERALL 81%

RADAR MISSION

Mediocre action game in which you guide your ship against enemy forces. Fun for a bit, but soon gets dull.

OVERALL 64%

RAMPARTS

NEW

With a complete graphical makeover for the worst and suffering gameplay to match this is a rather insubstantial and disappointing conversion of the popular arcade strategic blast.

OVERALL58%

RESCUE OF PRINCESS BLOBETTE

NES Boy and His Blob was quite a laugh, so Lord knows where the programmers went wrong with this one. The puzzling jelly bean action would be fun, but there's too many wide open spaces where nothing happens. A shame.

OVERALL 68%

REVENGE OF THE 'GATOR

At last there's a great pinball game on the Gameboy, full of ramps, bumpers, multi-balls, bonuses and all the trappings you'd expect from a four-screen table. Pinball fans will relish it.

OVERALL 91%

ROBIN HOOD

An original approach to a film license. The game is packed with puzzles and RPG overtones that add up to a large and interesting game. Definitely worth a look.

OVERALL88%

ROBOCOP

This ranks as one of the most successful games of all time and was converted to almost every format known to man. This version is pretty good, but the small graphics make things like the targetting and face matching sections very difficult, which is a shame because otherwise it would be great.

OVERALL 72%

RODLAND

Tam and Rit take their sticks to the hides of a variety of cutesy platform types in this slightly repetitive Game Boy excursion into Rodland. All the intermission screens and bonus stages of the coin-op are present but the interest level doesn't last long.

OVERALL74%

R-TYPE

The Gameboy now plays host to one of the best known shoot 'em ups ever. Use your top flying skills to survive in this pretty tough conversion of the coin-op. The graphics are pretty good and it's highly playable, although the small screen can make things a bit fiddly.

OVERALL 82%

SIDE POCKET

Side Pocket is a pool simulation in the best tradition. Playing is a matter of plotting ball angles and tapping the ball with the correct force required. Master ballistics professors will love this one, although anyone else's interest may wane pretty quickly.

OVERALL 73%

SKATE OR DIE (TOUR DE THRASH)

Whilst this has a promising title and looks like it might be fun, the implementation is poor. The main game is a just a viewed from behind showjumping variant. The bonus half-pipe event is quite entertaining but doesn't justify the price tag at all.

OVERALL 63%

SKATE OR DIE II (RAD 'N' BAD)

Skate or Die II is an entirely different game from the original. It's a super-speedy platform skate game with lots of montoya skate-style action to be had. If your interest in conventional platform games is waning, try this for size.

OVERALL 81%

SNEAKY SNAKES

Those wicked reptiles who appeared in the brilliant NES game Snake, Rattle 'n' Roll are back again in this superb Gameboy arcade game. An absolute must.

OVERALL 89%

SNOOPY'S MAGIC SHOW

The plodding platform gameplay belies the tricky puzzle action in this thoroughly enjoyable game. It's not particularly tough, but while it lasts it's very addictive.

OVERALL 84%

SOLAR STRIKER

After a couple of goes this up-the-screen shooter soon becomes boring. It's all right, but there are no real surprises to keep you going back to it.

OVERALL 69%

SOLOMON'S KEY

Good adaptation of the coin-op platform/puzzle game. The gameplay is addictive, and the only gripe is that sometimes the titchy graphics make it difficult to see what's going on.

OVERALL 82%

SPEEDBALL II

Not so much Speedball as blurred ball, the Game Boy's tiny screen cannot cope with the intensity of this future sport. If you've never experienced the game on any other system then the action is just far too confusing.

OVERALL65%

NINTENDO MAGAZINE SYSTEM
GAME INDEX

SPIDER-MAN

Spider-Man is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.

OVERALL 85%

SPY vs SPY
NEW

Always good for a laugh with two players, though likely to lack the same appeal with one. Would be secret agents search for attache cases and secret documents in a variety of mazes. Things get more interesting as traps are laid and a time limit dictates the pace.

OVERALL82%

STAR WARS

The first of this epic saga, Star Wars on the Game Boy is every bit as good as the NES version. Enjoy the top class platform action as the plot of the film unfolds.

SUPER HUNCHBACK

Jolly platform game starring everyone favourite's deformed character. There are loads of secret screens and the action is challenging enough to keep platform fans happy for quite some time.

OVERALL 81%

SUPER KICK OFF

The greatest football game ever is now on the Gameboy and it's as good as could possibly be expected. Obviously the small, monochrome screen does present certain problems, but the speed and playability of the original are still there. Easily the best sports game on the Gameboy.

OVERALL 93%

SUPER MARIO LAND

Although this brilliant game doesn't take long to finish, there are loads of secret things to uncover and the gameplay's so good you just keep on going back to it! A must-buy for platform fans everywhere.

OVERALL 90%

SUPER RC PRO-AM

Those Rare guys are at it again - converting one of their fab NES carts to the Gameboy. This time it's of the isometric-view radio controlled car racing game. The body shop adds something to the game and it's certainly highly playable, even if it does suffer from a bit of a lack of variety.

OVERALL 87%

TEENAGE MUTANT NINJA TURTLES

A decent beat 'em up with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this.

OVERALL 90%

TEENAGE MUTANT NINJA TURTLES II

It's more of the same down in Turtle land. Another beat 'em up with large, clear and well-animated sprites along with a smidgen of platforming. It's harder than the original and there's also some sampled speech. Once again, Turtle fans will love this.

OVERALL 85%

TENNIS

One of the best Tennis games available on any system, this is challenging, addictive, and lets you play virtually any shot you could normally do with a racket. Highly recommended.

OVERALL 86%

TERMINATOR 2

As film licenses go, this must rank as one of the best going. There are only five levels, but there's plenty of variety, an enjoyable puzzle section (for once) and loads of action, along with great graphics and sound. It won't take too long to complete, but it's still a fab game.

OVERALL 90%

TETRIS

Free with the UK version of the Gameboy, this puzzle game is absolutely terrific and unbelievably addictive. It's incredibly easy to get into and is one of the best Gameboy games yet seen.

OVERALL 95%

TITUS THE FOX

A platform game that stars a leather clad fox who is out to rescue his similarly fashion conscious vixen may sound a bit dull and tedioius. As a matter of fact it is just that. The fox sucks!

OVERALL45%

TRACK MEET

This thoroughly enjoyable Track and Field-type sports simulation features great graphics and some superb presentation points. It's brilliant fun at first, but the rather samey nature of the gameplay means it does get dull after a while - and the button-pounding action certainly takes it out of the Game Boy.

OVERALL 75%

TRAX

Snooze-inducing driving-type game which lacks the pace and excitement to get the adrenalin flowing.

OVERALL 59%

WIZARDS AND WARRIORS

Quite a jolly platform game, but unfortunately games like this are ten-a-penny, and while it's not a bad game, there are loads of better ones to look out for.

OVERALL 78%

WWF SUPERSTARS

Get into the ring with famous names such as Hulk Hogan and the Ultimate Warrior, and then promptly get thrown back out. WWF has great graphics and loads of moves but the tournament is far too easy to win. If you have a second player around often, though, it's a great link-up game.

OVERALL 85%

SUPER NES

AMAZING TENNIS

Although not as instinctive as the incredible Super Tennis, Amazing Tennis is just that! The gameplay isn't so immediate, the behind-the-net viewpoint is a little daunting at first, and it is quite tricky to control. However these problems soon fade into insignificance with practice and Amazing Tennis astounds with great graphics and sounds. Despite the robotic sounding umpire. Ad-van-tage re-cei-ver....

OVERALL 91%

BLAZING SKIES

What a spectacular load of old tosh this is! An excellent example of the lesson that warns us never to judge a book by its cover. The attractive graphics are poorly animated and the game plays like a .... like a .... infact it doesn't play at all! It's a steaming wreck and no mistake.

OVERALL 49%

BLUES BROTHERS

Hardly following the plot of the film and a far cry from being a good game either! Irrelevance to the classic John Landis film aside, the Blues Brothers is a very poor platform charade full of bad programming and brain numbing monotony. It's very frustrating too!

OVERALL 47%

CHUCK ROCK

With his stupendous, Dinosaur damaging stomach the infamous Chuck Rock flobbles his way to success on the Super NES. Core's prehistoric platform adventurer has far more on offer than Joe & Mac in that there is far more depth to his gameplay and a wilder sense of humour surrounds him on the mission to rescue his wife. He *is* the captain caveman!

OVERALL 89%

CONTRA SPIRITS

The finest 16-bit console shoot 'em up money can buy! Contra Spirits has all the blasting you'll require from a game along with incredible graphics, amazing orchestral soundtracks and uncanny addictive qualities! An essential buy!

OVERALL 95%

CYBERNATOR
NEW

Konami's stunning tactical shoot-em-up featuring a huge robotic SUIT clad hero battling against evil forces. The two most notable aspects of the game are the extremely versatile main sprite and the excessive presentation. While the former cannot fail to impress the latter may frustrate some players. Whatever the case this is still among the best of Super NES titles to date.

OVERALL 94%

DESERT STRIKE

Nothing whatsoever to do with posponing sweets after a meal for a week but plenty in common with the tragic Gulf War. Desert Strike is likley to satisfy everyone with a thirst for heroism and presents a novel twist to the usual shoot-em-up format.

OVERALL 83%

FINAL FIGHT

Capcom have a reputation for producing fine Super NES games, and Final Fight is no exception. It's very close to the coin-op original with one level, one character and the two-player mode removed. Beat 'em up fans will probably explode with excitement when they play this.

OVERALL 92%

F-ZERO

This is one of Nintendo's flagship games for th Super NES, and it's not surprising! Featuring super-smooth amazing 3D graphics, along with high-speed action as you zoom around 15 different tracks, F-Zero is an essential purchase.

OVERALL 90%

GODS

Hardly a deity when compared to the best Super NES platform games in existence but an interesting excursion into the realms of the god all the same. The awkward control method lets the game down and the machine's capabilities are almost completely ignored. Some new idea and a high level of challenge are enough to raise it above most.

OVERALL 85%

GUN FORCE
NEW

Gun Farce more like! Don't be swayed by the striking screen shots because the bespectacled adventures of the useless brothers plays like treacle and is an embarrassment to both the machine and Irem who programmed it. A poor reflection on the hard hitting blast-em-up actio that the coin-op provided.

OVERALL 29%

LEMMINGS

Save those brainless, suicide-motivated Lemmings from an death in this brilliant, fun game. The graphics and sound are but it's the fresh, original gameplay that makes this the superb that it is.

OVERALL 92%

LETHAL WEAPON
NEW

Ocean present a standard, almost formula, answer to this film license with officers Riggs and Murtaugh left to shoot and kick their way around platform central. However the game is still good fun and each mission is large enough to guarantee a great deal of crook busting excitement.

OVERALL 81%

THE LOST VIKINGS
NEW

Erik, Olaf and Baleog, aka The lost Vikings, need finding - misplaced, as they are, in a succession of strange environments. As with most puzzle games recently the going is incredibly tedious at first but the action does look up. Eac of the vikings have endearing characteristics that make for some amusing situations amid the puzzles later on. Certainly one to check out but mind the frustration factor Marlon!

OVERALL 80%

NINTENDO MAGAZINE SYSTEM
GAME INDEX

MARIO PAINT
Fun though this may be, at first, the novelties soon wear off. Both the art and music designers are hopelessly limited and fail to function as true educational tools, though theyre OK for a laugh. The swat the fly coffee break feature is the only aspect of the package that classes as a game, yet it's hardly woth sixty notes despite the inclusion of the rather excellent mouse.

OVERALL 65%

THE MAGICAL QUEST STARRING MICKEY MOUSE
Capcom work their magic on the Super NES once more with their first Disney license. Mickey's quest is full of surprises and is packed with gorgeous graphics and enchanting music. The game sees Mickey as a Fireman, a mountaineer and even a mighty little sorcerer all of which lend themselves to some intersting twists in the gameplay. If only it wasn't so goddam easy! Tsch.

OVERALL 84%

ON THE BALL
NEW

Quite a diverse title which is always welcome, especially when the cart is of this quality, the main attraction lies with the dizzying Mode 7 effects. Some of the early stages are a chore to finish but the password system allows the more experienced players to carry on from where they left off. This is also a game for two players which adds more long-lasting appeal.

OVERALL 82%

PAPERBOY II
Paperboy returns in this multi-directionally scrolling effort. The aim is to deliver papers to all your subscribers whilst avoiding enemy sprites. The graphics are little better than the Master System version, and the extra directions you can go add nothing to the gameplay. Like Paperboy himself, this ultimately fails to deliver.

OVERALL 41%

PILOTWINGS
Take a trip to the Pilotwings academy for advanced flying in this visually stunning game. Hang-gliding, jet-packing, parachuting and plane-flying are all here to be enjoyed. Although the novelty does wear off after a while, Pilotwings still ranks as a highly playable, exquisite game.

OVERALL 90%

PUSHOVER
GI Ant rearranges dominoes in order to progress through the levels in this entertaining puzzle game from Ocean. Pushover may not hold the same excitement as Lemmings, the puzzles are not testing enough, but still rates as a fun kind of strategy game.

OVERALL 78%

Q*BERT III
The foul mouthed, ultra-cool minor hero of the eighties makes his second come back! The graphics are super psychedelic, the music and sound effects are beyond description except to say that they are equally as far out. Q*Bert may be a tired old character but NTVIC have revived and revamped him back to life. The only problem is that the tedium overtakes the compulsion after a while leaving poor old Q*Bert facing the prospects of eternal shelfdom. Check it out, however, if you feel the need for a change.

OVERALL 70%

RIVAL TURF
Although it features a simultaneous two-player mode, this is very much a poor man's Final Fight. The action simply isn't exciting or varied enough to be worth getting. Check out Final Fight instead.

OVERALL 48%

SIM CITY
In this highly original game, you create and nurture your own city, dealing with all the usual problems of over-crowding, pollution and various other environmental disasters. This might sound boring, but Sim City is actually very deep and involving and hours literally fly buy when you play it. A truly classic cart.

OVERALL 93%

SKINS
NEW

Infinitely more attractive and slick than PGA tour golf but a little lacking in depth. Irem's Skins game came from the arcades and is designed for the less serious player who just fancies a few holes before tea.

OVERALL 76%

SUPER ADVENTURE ISLAND
You might as well ignore the title. This is actually Wonderboy on the Super NES, converted by the game's creators, Hudson Soft. This cart plays identically to Wonderboy but with enhanced graphics and amazing music to beef up the proceedings. It's good fun, but it can be completed pretty quickly.

OVERALL 78%

SUPER CASTLEVANIA
Simon Belmont is back! Once again, Drac is causing him a bit of aggro, so Simes tracks across the platform kingdom into Drac's castle and attempts to dust the Big D himself. Super Castlevania has truly excellent graphics, sound and gameplay, but it is a bit easy to complete for experienced players.

OVERALL 91%

SUPER GHOULS 'N' GHOSTS
Once again, Sir Arthur's back to save his girlfriend from the perverse clutches of Lucifer in some more scrolling platform tomfoolery. Super Ghouls 'n' Ghosts has it all - brilliant graphics, amazing sound, awesome gameplay and a really tough challenge. An essential buy for your Super NES.

OVERALL 94%

SUPER GOAL
NEW

Right up there with the best of the soccer titles on the Super NES. It's just a shame that said titles are so completely dire! Another one to avoid like an oncoming, high speed, sopping, leather-bound football to the features! 8-bit standard graphics and similarly outlandish sounds do nothing to save this bag of balls.

OVERALL 60%

SUPER KICK OFF
Well, was this game worth the hype or what? The answer is probably no, unfortunately. The gameplay is nowhere near as good as in the original 16-bit versions and so it looks like another long wait for something better. Sensible Soccer perhaps? Save your cash!

OVERALL 73%

SUPER MARIO BROTHERS IV
The man with the meanest dungarees in town is back for some more multi-directionally scrolling shenanigans as he attempts to save the Mushroom Worlds from the twisted Koopa. Boasting cool graphics, super sounds and AMAZING gameplay, Super Mario Brothers IV is probably the best video game in the world.

OVERALL 98%

SUPER MARIO KART
Not particularly outstanding on your own, but with two players this racing game is the absolute business. Featuring brilliant graphics and a variety of different play modes, there are even some secret shortcuts to discover. We haven't stopped playing it since it came into the office!

OVERALL 92%

SUPER NBA
NEW

Echos of Bulls vs Lakers sound on the court of Tecmo's excellent basketball game. On the whole this plays twice as fast as its EA counterpart but it's the on-court action that counts and Super NBA is a dead cert for much shooting and scoring action.

OVERALL 91%

SUPER R-TYPE
Take on the might of the Bydo empire in this souped-up version of the classic horizontally scrolling coin-op. Super R-Type is great fun to play and has some great graphics. The problem is that the game slows down a lot and it's very easy to complete, with nothing more to see on the higher difficulty levels.

OVERALL 82%

SUPER SOCCER
Soccer is soccer, only this time it's played out on a third person perspective spin 'n' scroll pitch. Although it's a treat to look at, there isn't much of the pitch viewed at once, making passing very difficult. The ball movement is also quite unrealistic. Technically polished, but lacking in the playability department Super Soccer is only really recommended to die-hard football fans.

OVERALL 79%

SUPER STAR WARS
NEW

Castlevania IV may have won awards for its amazing musical score but the orchestration that is heard on Super Star Wars is the absolute business! It goes without saying that the game is beautifully crafted too, interspersing awe-inspiring Mode 7 Land Speeder and X-Wing sequences with equally stunning side-scrolling platform levels. An instant classic, just like the film.

OVERALL 93%

SUPER TENNIS
The Super NES' spin 'n' scroll graphics chips are used to create a fast, smooth third person perspective tennis court, populated by cute sprites that swear a lot (on the Japanese version). Super Tennis is the best tennis game ever produced. Its playability is unrivalled and as a two-player game, it's the tops!

OVERALL 94%

UN SQUADRON
Known as Area 88 in Japan, this side-on scrolling shoot 'em up coin-op conversion isn't as technically amazing as Contra Spirits, but it's just as playable and even more lastable. The graphics are stunning, the sound decent and the gameplay highly exciting. Another Capcom winner.

OVERALL 94%

WING COMMANDER
An outstanding game on the PC, Wing Commander doesn't have the necessary excitement and outstanding gameplay to uphold its reputation on the Super NES. With too much attention placed on the presentation, which isn't all that good either, and not enough to the gameplay Wing Commander is best left alone.

OVERALL 62%

ZELDA III
Link returns in this viewed-from-above scrolling quest with thousands of screens, loads of puzzles and some great graphics and sound. This is the definitive adventure game for the Super NES, but be sure to buy the American version of the game because the Japanese import version has lots and lots of indecipherable foreign text.

OVERALL 95%

SYSTEM SHUTDOWN

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NEXT MONTH

MARIO PANTS REVIEW !*

Yes, they were previewed in last month's editorial, but next month you can get the FULL lowdown on this latest essential Nintendo add-on. Of course, there'll be an in-depth look at a certain long-awaited Game Boy debut, a special big secret game which should have you rushing for your spare Mario pants in excitement, the usual gaggle of unprecedented Reviews, Previews of extraordinary vision and news so hot you'll burn your eyes out if you read it too fast...

NINTENDO MAGAZINE SYSTEM PANTS SPECIAL

RELEASED 20 FEBRUARY 1993

*** Unusual sunspot activity and megagame NMS Exclusives permitting.**

LETHAL WEAPON

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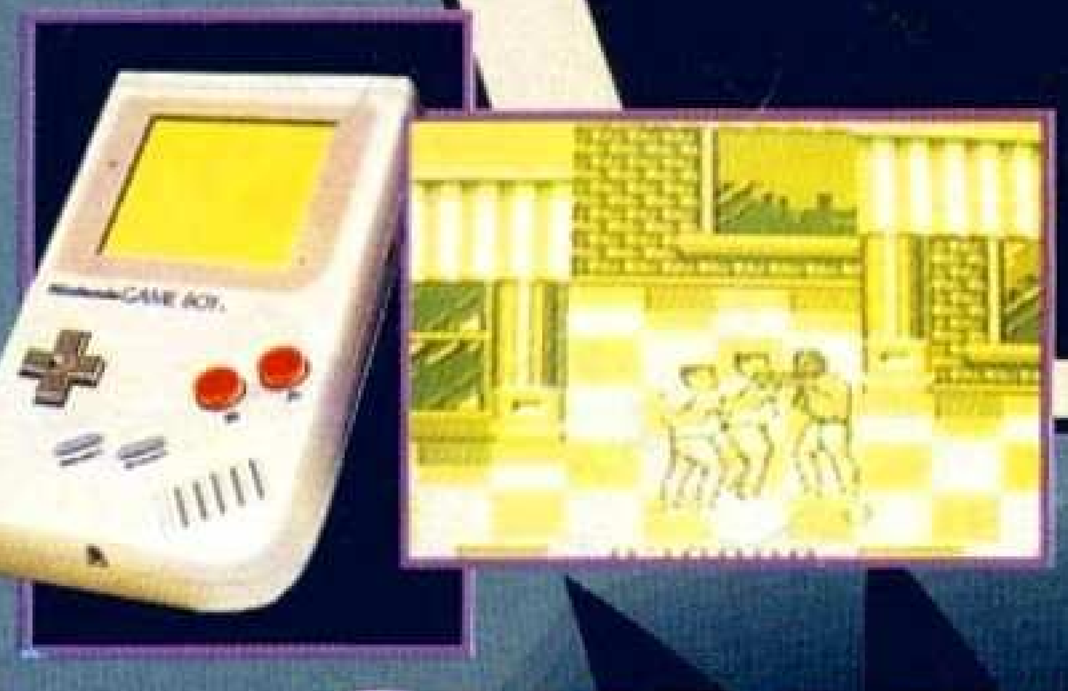
A multi-level shoot 'em up based on aspects of all three LETHAL WEAPON movies. You can choose to be either one of the two high fire-power cops... each having his individual strengths - and weaknesses! There are many missions to complete including the rescue of a kidnapped girl, the persuit and arrest of drugs runners, finding and arresting a police murderer, plus many more. You choose the level to suit your objectives within the game-play.



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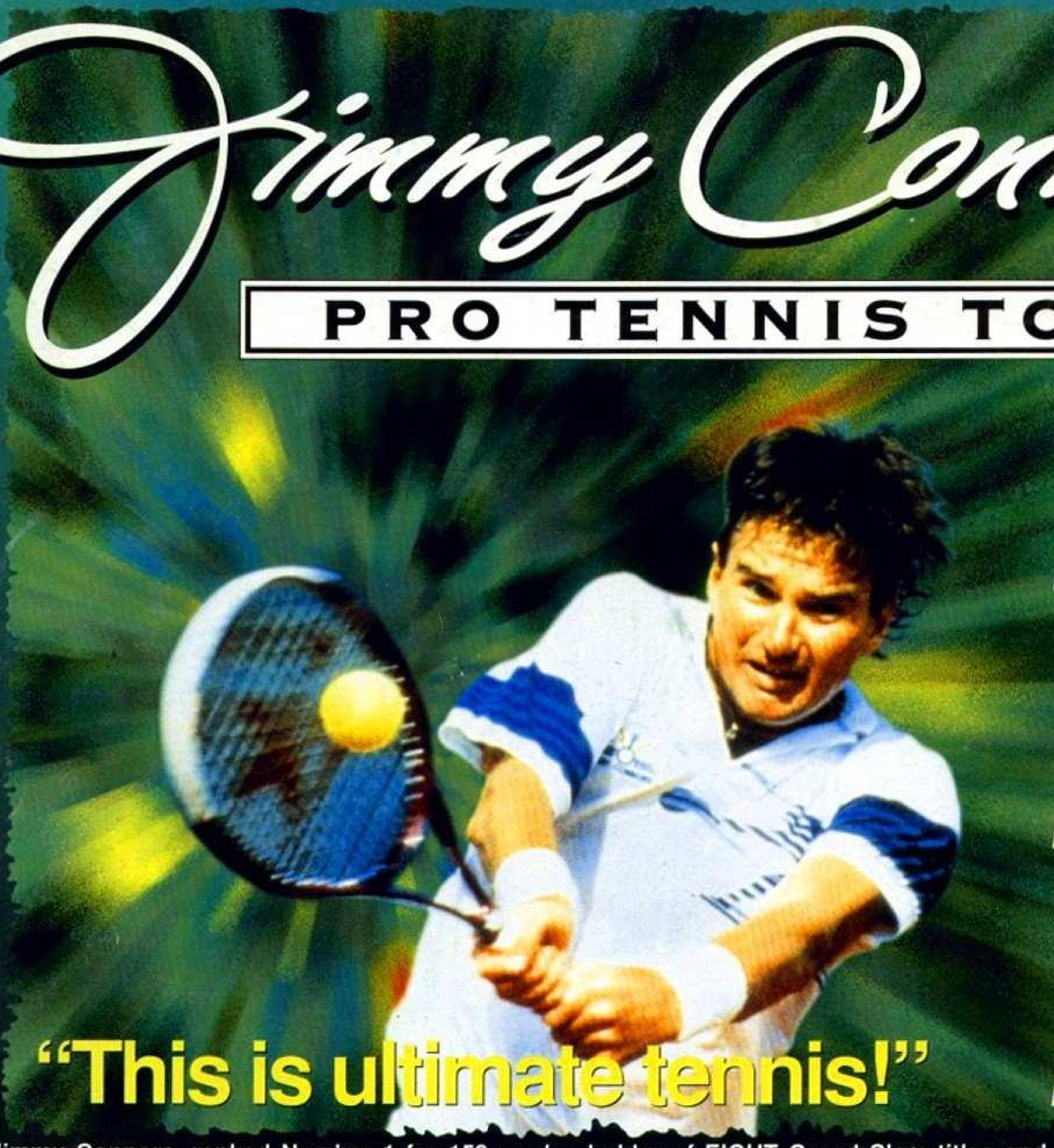
PRO TENNIS TOUR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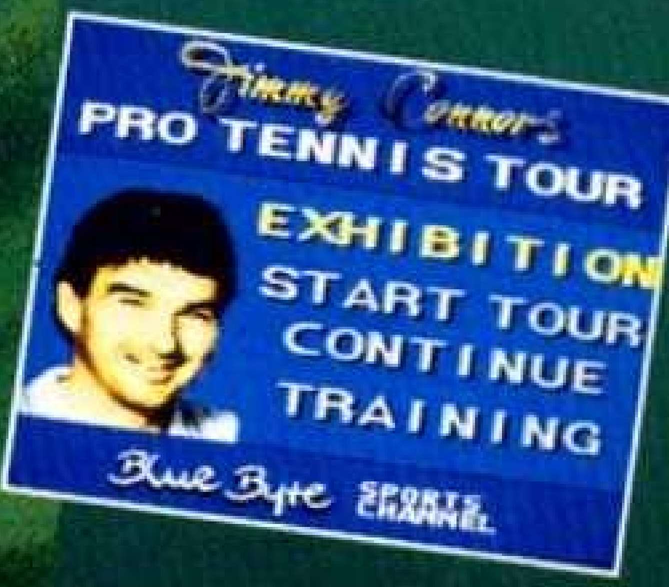

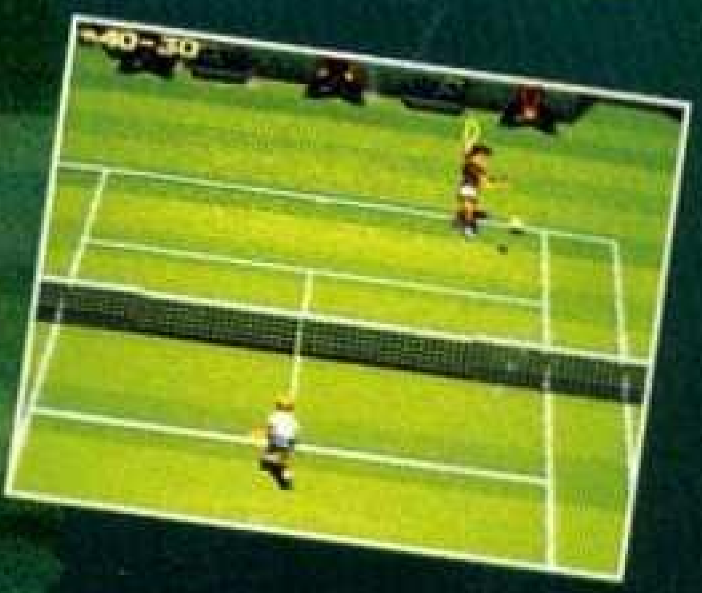

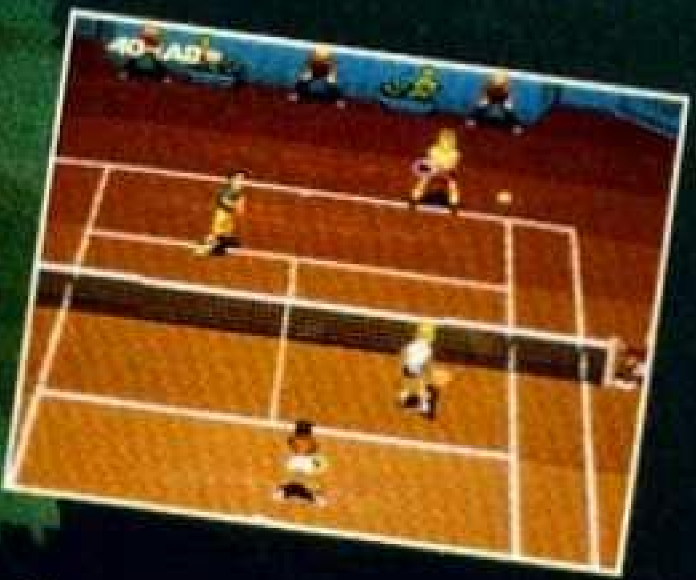

Jimmy Connors, ranked Number 1 for 159 weeks, holder of EIGHT Grand Slam titles and a record 109 single titles - more than any other male player in history - is the GREATEST tennis champion ever! Now YOU'RE Jimmy Connors, battling your way to the Number 1 spot. Past sixteen professional opponents. On center court of the most prestigious tournaments on the world circuit.

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THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES: THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT IS TO HAVE ANY KIND OF NEGATIVE EFFECT.

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE MAGAZINES IN ANY WAY, SHAPE OR FORM, NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER. WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY. THAT IS WHY THE PRE-2000 DATE IS IN PLACE: TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING THEIR MAGAZINES FOR MANY YEARS TO COME.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE. FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, PRESERVING AND RELEASING THESE MAGAZINES.

FOR PEOPLE WHO ARE LOOKING TO HELP US OUT, IN WHICHEVER WAY POSSIBLE, BE IT BY DONATING MAGAZINES, SCANNING OR EDITING, PLEASE JOIN US ON THE FORUMS.

ONE LAST THING:
IF YOU COME ACROSS PEOPLE TRYING TO SELL ANY OF OUR RELEASES, PLEASE DO NOT SUPPORT THEM!

THANK YOU.

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